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ABSTRACT

This product consists of a manual, gameboard (with two sides), card decks (with addresses for starting point and destination), and manipulatives (four game pieces, flag marker, cut-out game pieces--people and bus). Only the manual has been processed and filmed here. This product presents a language-based approach to teaching map, transportation, telephone directory, and simple writing skills to teenagers and young adults. Specific abilities targeted include map use; ability to use a bus schedule in real-life situations; writing letters using appropriate grammar, sentence structure, and paragraph format; and appropriately addressing envelopes. Reproducible score sheets, phone directories and bus schedules, progress charts, and pretest and postest checklists are included. The manual describes 11 variations on the basic map game and 23 activities focusing on specific skills. (PB)

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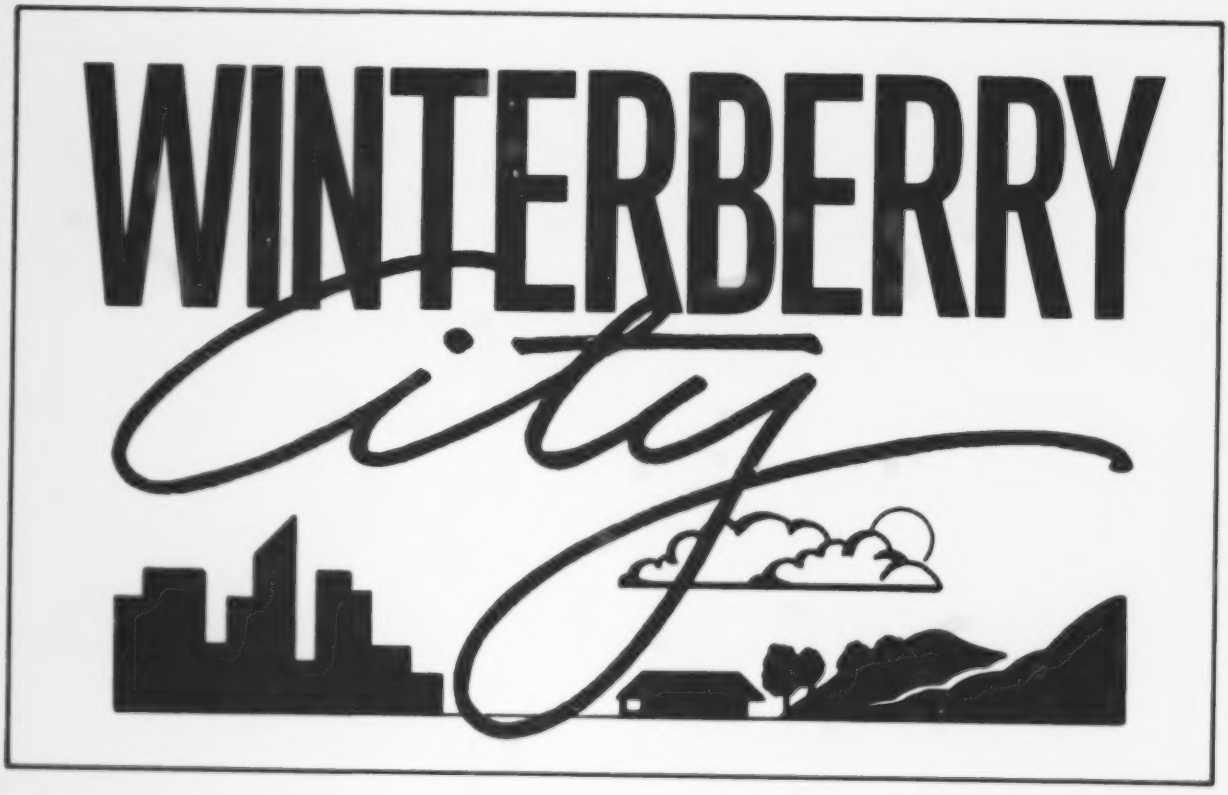

Map Games *and* Activities for Language and Problem Solving

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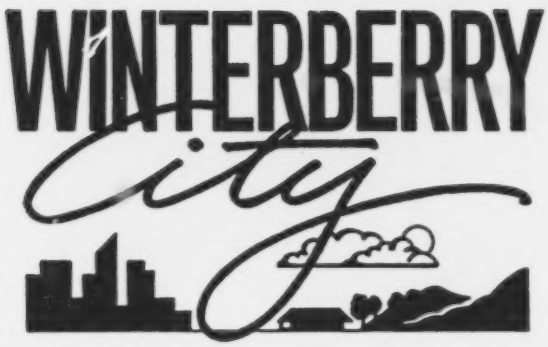
by Sharon Foley Eastvold, M.S., CCC-SLP



Map Games and Activities for Language and Problem Solving

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Introduction

Winterberry City Map Games and Activities is a language-based approach to teaching map, transportation, telephone directory, and simple writing skills to teenagers and young adults.

The map games and activities are designed to help the player improve the ability to:

- Understand and use a map.
- Decode a bus schedule and apply the information to real-life situations.
- Look up information in a telephone directory and describe a variety of reasons for its use.
- Write a letter using appropriate grammar, sentence structure, and paragraph format.
- Accurately and appropriately address an envelope.

Language-based therapy sessions often focus on giving and following directions, categorizing, sequencing, storytelling, notetaking, developing memory skills, and turntaking. *Winterberry City* provides material on those subjects that is socially appropriate for the older remedial population.

Repetition and concept expansion are important parts of the *Winterberry City Map Games and Activities*. The game format provides the challenge and interest of competition. The activities enhance the basic value of the game and provide practice and carryover for the practical skills being taught.

Who Should Use *Winterberry City*?

Winterberry City can be used to teach a variety of skills to older children and teenagers. Those skills include how to read and use a map, a bus schedule, and a telephone directory; and how to write a business or social letter. The map games and activities are varied enough to focus on many levels of education and development.

The games and activities have been used successfully with learning-disabled and communicatively disordered children eight to fourteen years old; and with aphasic, autistic, and developmentally disordered/delayed clients fourteen to twenty-one years old. *Winterberry City* can be used in work with brain-injured, adult aphasic, and adult developmentally disabled persons who function in the educable retarded range.

Winterberry City is designed for use by the regular classroom teacher; by the educator working in a community-based program that focuses on adult daily living skills; by the resident teacher in an adult group home; or by the rehabilitation therapist in a hospital or reintegration setting. The focus of these programs is to teach community survival skills that will be used when the teenager or adult graduates or leaves the program.

Some level of letter, number, and word identification is necessary. *Winterberry City* is not designed to teach reading, but is intended to expand on the player's existing skills. The player will need at least a first grade reading ability to be successful at the map games and activities.

Matching Objectives to Map Games and Activities

Winterberry City is both fun and functional. It is packed with games and activities that help to meet criteria on the Individual Education Program/Habilitation Plan while being relevant to the player's real world.

Specific skill areas can be found in three ways:

1. Each objective is charted (see page 9) so that the instructor can look up the objective desired and find games and activities that fit the objective.
2. At the beginning of each game and activity, the objectives are specified.
3. Related games and activities also are listed at the beginning of each task.

Winterberry City is designed to be a single tool around which the teacher, support staff, and habilitation and integration staff members can teach a variety of functional skills. If the game task is to find the address of a potential employer, the player must use the telephone directory, then find the address on a map; or ask for and follow directions. If the task is to plan a transportation route, the player must refer to a bus schedule and locate the appropriate street corners for getting on and off the bus.

Use *Winterberry City* as a starting point for creative activities. It is meant to provide the educator or habilitator with a wide range of ideas from which to build a dynamic and functional program.

Carryover

As you use *Winterberry City Map Games and Activities*, use the skills being developed and apply them to the players' environment.

At the end of each session, time should be set aside for discussing the value of the activity for daily life. As the players share what they think they have learned, you can assess what was learned and determine where some confusion still may exist.

Components

Winterberry City Map Games and Activities **contains:**

- **Manual with complete instructions and reproducible materials**
  - Pretest and Posttest Checklists
    - Map Skills Checklist
    - Bus Route Skills Checklist
    - Telephone Directory Skills Checklist
    - Letter Writing Skills Checklist
  - Recordkeeping forms
    - Score Sheet
    - Progress Chart
  - Winterberry City Business Directory
  - Winterberry City Yellow Pages
  - Winterberry City Bus Schedules

- **Gameboard with two sides** (see page 17 for discussion)

- **Card decks with addresses for starting point and destination**

- **Manipulatives**
  - Four game pieces
  - Flag marker (page 15)
  - Cut-out game pieces—people and bus (pages 15-16)

Pretests and Posttest Checklists

Read the relevant Checklists (pages 5-8) to anticipate the skills the players will need to play the map games and activities.

Before playing the map games and activities and at intervals throughout development of the skill areas, take the players on a bus trip or a neighborhood walk. See how much they know about where they can go on a bus, the bus rules, giving and following directions, and directionality. Can the players tell time? Do they know what an intersection is in the real world? Can they relate the real world to a map? Can they match letters and words? How well do the players read? If they can't read, can they remember the name of the place they are going?

On your bus trip or walk, take a clipboard with a copy of an appropriate checklist. As opportunities present themselves or as you manipulate the opportunities, use the checklist "key" to indicate each player's level of skill. Make notes about specific skills or needs. Later, as the games are being played, your notes can serve as reminders of the real situation in which the player had difficulty or success.

It is not always appropriate to begin with a player's greatest area of need. Sometimes it is best to start with what the player already knows and work backward to less known skill areas. Or you may want to begin with a skill area that the player has almost grasped but needs just a little clarification or practice to master. The games and activities will be most helpful if the players enjoy them; and the players will enjoy them if they experience success in playing them.

When working with the remedial population, *Winterberry City* should never be played as a game only. It should always be tied in with real-life activities through discussion at the end of each session and by taking community trips that make use of the skills developed in the game. Each field trip should be documented on the appropriate checklist to measure progress or identify areas in which the player needs more practice.

Map Skills Checklist

Name: _____

Date: _____ Examiner: _____

Key:
+ = Achieved / = Achieved with some help
– = Not achieved /– = Achieved with much help

	PRETEST											POSTTEST
Can locate:												
■ street names												
■ addresses												
Understands and can specify:												
■ north												
■ south												
■ east												
■ west												
■ right												
■ left												
■ even numbers												
■ odd numbers												
■ a city block												
■ an intersection												
■ a cross street												
■ nearest cross street												
Can use accurately:												
■ left/right												
■ cardinal points (north, south, east, west)												
■ abbreviations (st., ave., blvd., tr.)												
■ the concepts of traveling up or down a street												

Comments:

_____

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Bus Route Skills Checklist

Name: _____

Date: _____ Examiner: _____

Key:
+ = Achieved / = Achieved with some help
– = Not achieved /– = Achieved with much help

	PRETEST											POSTTEST
Understands and can specify:												
■ analog time												
■ digital time												
■ number of city blocks to travel												
■ intersection												
■ nearest cross street												
■ starting point												
■ destination												
■ which side of street traffic flows												
■ which side of street to board bus												
■ how to board bus												
■ appropriate bus behavior												
■ other forms of travel (taxicab, shuttle, minivan, carpool, plane, train)												
Can use accurately:												
■ cardinal points (north, south, east, west)												
■ left/right												
■ other words for "street"												
■ the concepts of traveling up or down a street												
■ TO/FROM a destination/starting point												
■ transfer slip												
■ bus fare												
■ bus token (or ticket)												
■ bus connection												

Comments: _____

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Telephone Directory Skills Checklist

Name: _____

Date: _____ Examiner: _____

Key:
+ = Achieved / = Achieved with some help
– = Not achieved /– = Achieved with much help

	PRETEST											POSTTEST
Can match alphabet letters												
Can match sequence of numbers to:												
■ 3 digits												
■ 4 digits												
■ 7 digits												
Can alphabetize by:												
■ first letter												
■ second letter												
■ third letter												
Knows which way to turn pages to find a given section												
Understands concept of:												
■ Business Directory												
■ Residential Directory												
■ Yellow Pages:												
category/subject												
advertisement												
Can use accurately:												
■ Business Directory												
■ Residential Directory												
■ Yellow Pages												

Comments:

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Letter Writing Skills Checklist

Name: _____

Date: _____ Examiner: _____

Key:
+ = Achieved / = Achieved with some help
– = Not achieved /– = Achieved with much help

	PRETEST											POSTTEST
Can match:												
■ alphabet letters												
■ name (first, middle, last)												
Is able to:												
■ write name												
■ write address												
■ write a sentence												
■ write a paragraph												
■ maintain a topic												
■ name city												
■ name state												
■ name zip code												
■ copy an address												
■ address an envelope												
Can use accurately:												
■ stamp												
■ envelope												
■ return address												
■ stationery												
■ letter format												
■ greeting												
■ closing												

Comments:

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After reviewing the pretest, look down the list of objectives to find those that best describe the skill area of concern. Look across the chart to see which games and activities address that subject or skill area. Turn to the games and activities indicated to see if they are precisely what is needed to strengthen that skill for a particular player.

Overview of Objectives

Objectives	Games											Activities																						
	1	2	3	4	5	6	7	8	9	10	11	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23
Ability to follow verbal directions	X	X	X	X	X			X	X														X	X	X	X			X	X	X	X	
Ability to follow written directions								X						X											X									
Understanding and use of left and right	X		X	X	X	X	X	X		X		X	X	X								X	X		X			X					X
Understanding and use of cardinal points (north, south, east, west)		X	X	X	X	X	X	X		X		X	X	X	X							X	X		X								X
Understanding and use of descriptive information			X	X	X	X	X	X		X		X	X	X		X		X		X	X		X				X						X
Sequencing skills in giving directions			X	X	X	X	X													X			X		X							X	
Sequencing skills in writing directions				X									X												X								
Reading and use of a city map	X	X	X							X		X	X	X								X	X										X
Functional vocabulary for using a map	X	X								X		X	X	X								X	X		X								X
Use of grammatically correct sentence structure						X							X	X	X																		
Sequencing skills in telling a story						X										X				X			X										
Sequencing skills in writing a story															X		X	X			X			X				X						
Verbal reasoning skills							X			X					X	X	X		X	X	X	X						X			X			
Reading and use of a bus schedule							X																		X									
Functional vocabulary for using a bus schedule							X																		X									
Ability to address an envelope								X	X															X		X								
Ability to write a letter																	X							X										
Note-taking skills								X																	X		X	X	X	X	X	X		
Memory for a sequence								X	X													X	X	X		X		X	X	X		X		
Functional vocabulary for writing a letter									X																									
Problem-solving skills							X			X			X		X	X	X		X	X	X	X			X		X	X				X	X	
Reading and use of a telephone directory											X					X			X									X			X	X		
Functional vocabulary for using a telephone directory											X					X			X	X								X	X			X		

Keeping Track of Progress

Score Sheet

The Score Sheet is used for recording the group's responses during each map game. You may want to photocopy the form and let one player keep score for the group or let the players chart their scores individually.

Write a player's name at the top of each column. During each turn, indicate the player's responses by marking + or - in the large box. Calculate the percentage of correct responses, and write the result in the small box. Percentages are calculated by the number of correct responses (+) divided by the total number of responses.

The players compete individually against their previous scores, using the first game in each skill area as a base measurement.

It will be necessary to determine the level of correctness for each player's response. A two-word utterance may be excellent for one player, but nothing less than a complete sentence will be acceptable from another player. Use clinical expertise also to determine appropriately challenging games and activities for each player.

In each game, the player's task is to get from the starting point to the destination *by the most direct route.* During each turn, if the player starts to take a less direct route, the response is counted as an error. Guide the player to the most direct route.

When one player is giving directions to another, points are given to each for completing the task correctly. In those cases, the large score box may be divided in half diagonally. The "giving directions" score may be entered on the top portion, and the "following directions" score is entered on the bottom.

Winterberry City Score Sheet

Objective: _____

Game or Activity Number: _____ Date: _____

Name								Notes
Practice Turn (optional)		%		%		%		%	
Turns								
1.		%		%		%		%	
2.		%		%		%		%	
3.		%		%		%		%	
4.		%		%		%		%	
5.		%		%		%		%	
6.		%		%		%		%	
7.		%		%		%		%	
8.		%		%		%		%	
9.		%		%		%		%	
10.		%		%		%		%	
% TOTALS:		%		%		%		%	

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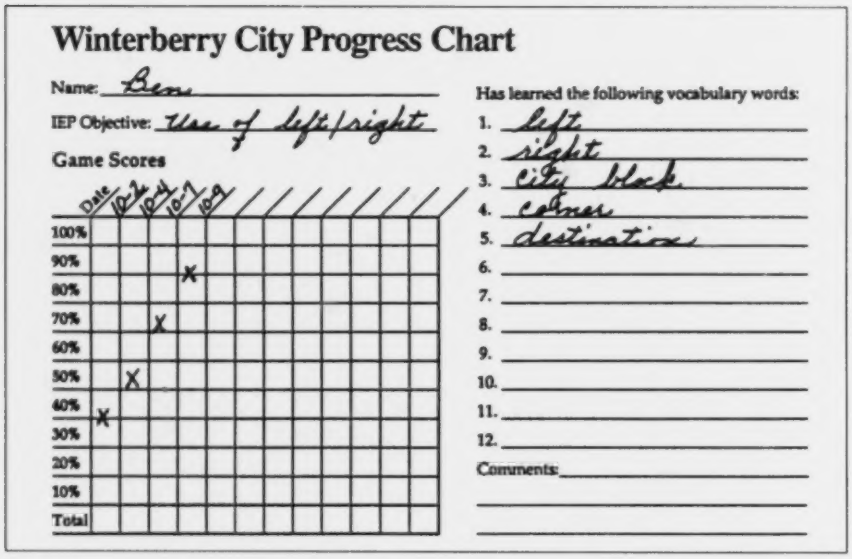
Progress Chart

The Progress Chart is a score sheet for recording individual game scores. Plotting the total percentage for each game onto the Progress Chart is a visual gauge that any player can understand—higher is better.

Space is provided on the right side of the chart for recording vocabulary comprehension. List the words as they are mastered by the player, and continue to work on those that still must be learned.

You may want to use the Progress Chart as part of a report to send home to each player's family or caretakers.

Example:

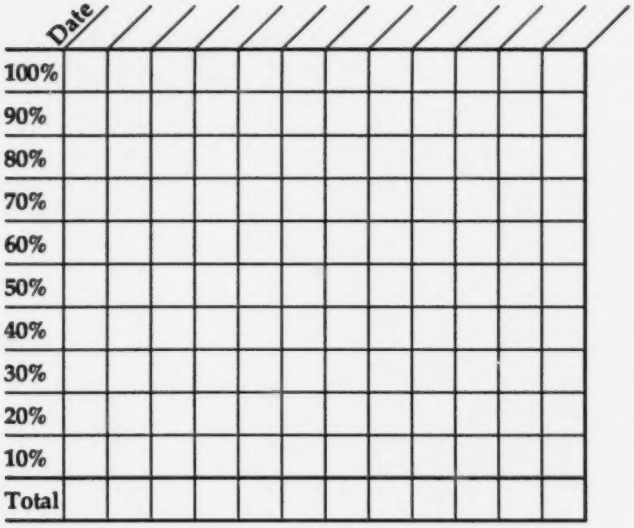


Winterberry City Progress Chart

Name: _____

IEP Objective: _____

Game Scores



Has learned the following vocabulary words:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Comments: _____

_____

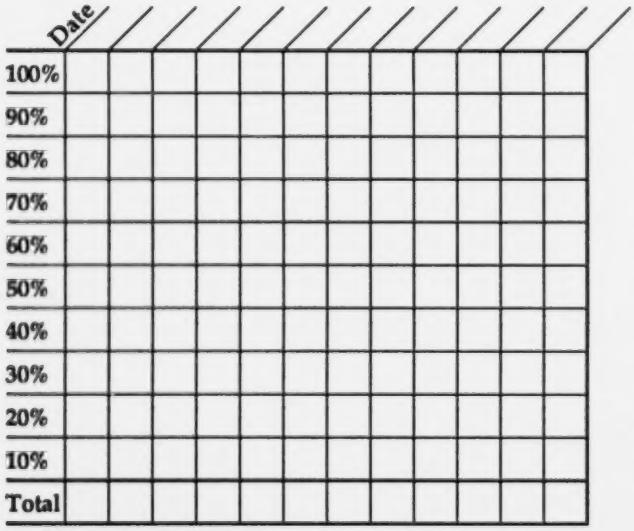
_____

Winterberry City Progress Chart

Name: _____

IEP Objective: _____

Game Scores



Has learned the following vocabulary words:

1. _____
2. _____
3. _____
4. _____
5. _____
6. _____
7. _____
8. _____
9. _____
10. _____
11. _____
12. _____

Comments: _____

_____

_____

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Cut-Out Game Pieces

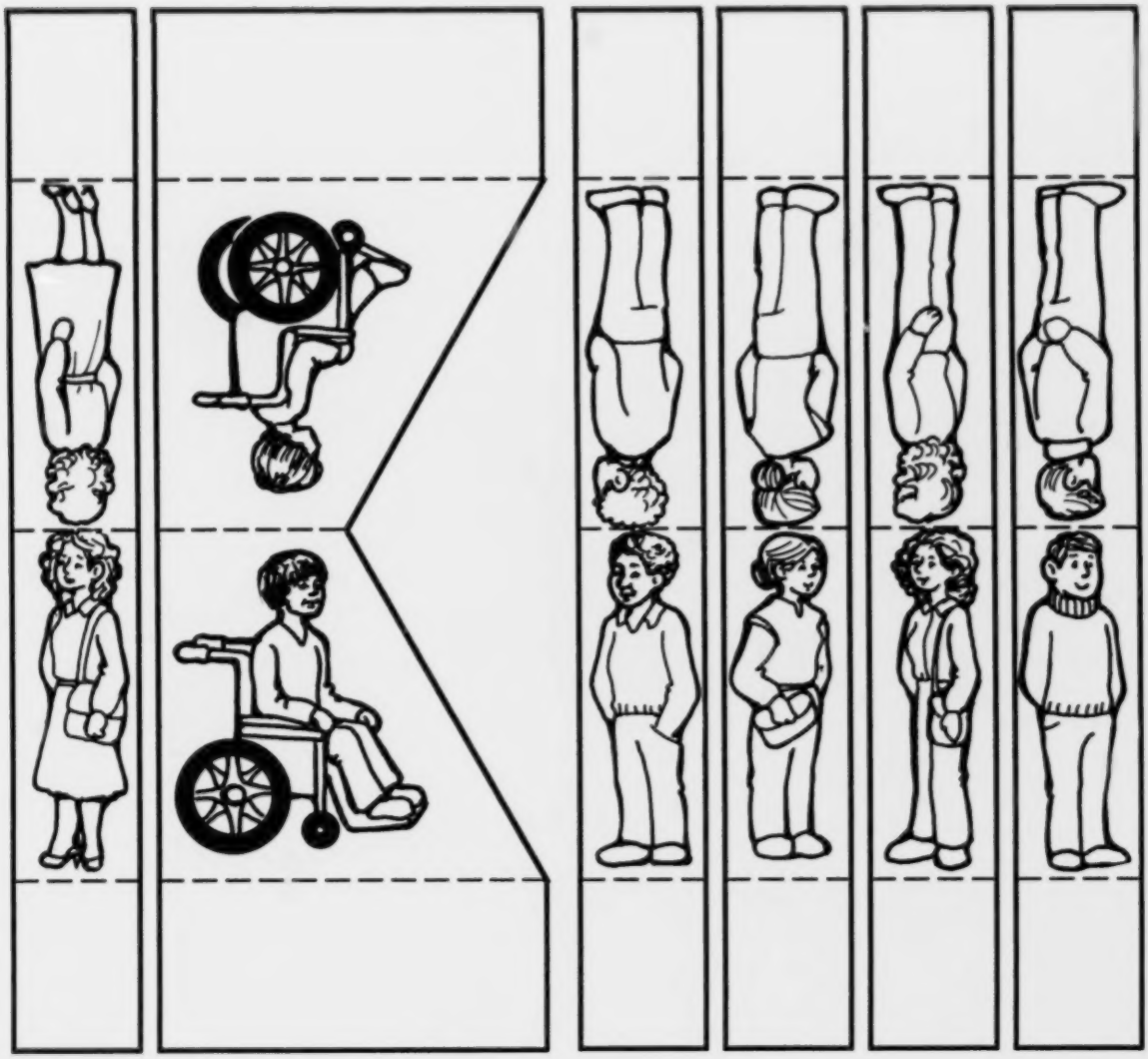
After the player draws two game cards to determine the starting point and destination for each play, the "flag" game piece is placed on the board to mark the destination.

The "people" manipulatives may be used instead of the standard game pieces. The bus also can be used as needed. These manipulatives are provided for the player who has difficulty turning around mentally. For example, a player who is sitting at a game table with North at the top moves across the board from left to right. Can the player figure out that a right turn is required to go South? To help the player work through this concept, you may need to write the words *left* and *right* on the appropriate sides of the manipulative.

Assembling the Game Pieces

Have the player select a figure and color it, if desired. Cut out the game piece, fold the bottom tabs along the dotted line, and tape them together to form a base.

People Manipulatives



Flag Game Piece

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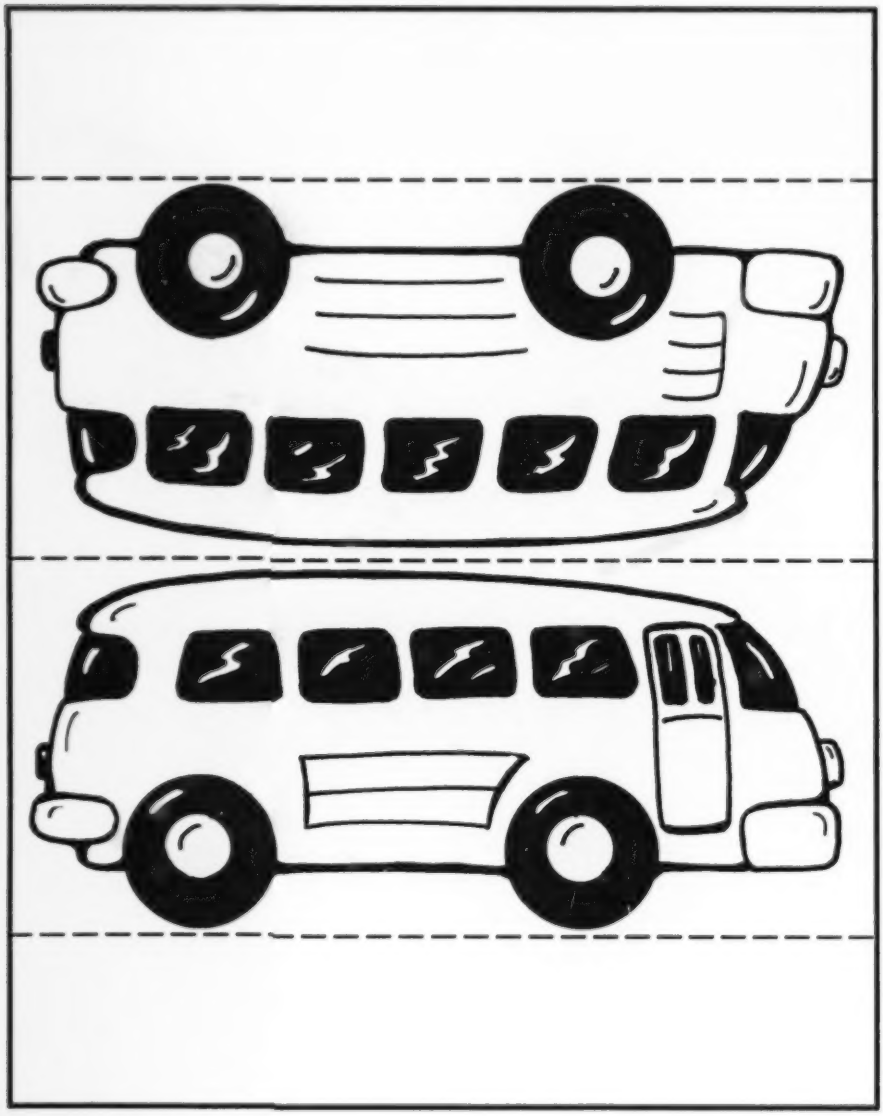
Bus Manipulative



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Winterberry City Map Games

Game Board

The players should become familiar with both sides of the game board before the game is begun.

Many of the games could be adapted to either side of the game board. Your players' visual discrimination skills will determine the side that will best serve their needs.

Side 1 Side 1 is visually less distracting for players with attention deficits or visual impairments. It provides a good opportunity to discuss how Winterberry City is divided. Central Boulevard is the divider street for the eastern and western halves of the city. Main Street is the divider for the northern and southern halves. The blocks are numbered from these divider streets; the first block has the 100 address numbers, the second block has the 200 addresses, the third block has the 300 address numbers, and so on.

The players may discuss the divider streets in their city and compare how many blocks are in their city to the number in Winterberry City. A local city map can be used for comparison.

The instructor may want to have the players play the first two games on Side 1 by just looking for the block where a specified place would be located. In that case, the players look for only the first number of the address on the appropriate street.

Side 2 Side 2 is more detailed, offering opportunities for eliciting a wide variety of language skills. An excellent session can take place when group members discuss their favorite places to go and tell why they like to go there. Then the players can try to find similar places in Winterberry City.

Players with higher verbal skills may discuss the way Winterberry City is laid out in terms of the "downtown" area and the types of development located around the parks versus that around the railroad tracks. Then a comparison can be made between the players' town and Winterberry City.

See if anyone notices that almost all the streets run in only two directions—up and down, or side to side. Occasionally, streets will run at angles or curves. Use a local city map to point out that the names of some streets are printed in a bolder type than others. See if the players can guess which street in Winterberry City would be printed in a bold type (Central Street) and why (because it is a major artery for traffic). On the local map, point out the Interstate freeways and highways, and discuss that they are shown with a numbered shield or circle as well as with a bold or different-colored type.

A myriad of discussions are possible concerning decisions that need to be made when planning a city. For example, should the city be allowed to grow, or should it remain small? Are there natural amenities (a lake or a river, for example) that could attract tourists? Should the style of buildings reflect local history or the environment, or should each be a personal expression? Let your imagination go! Talk to the city planners in your city and find out their rules and guidelines.

Vocabulary

New vocabulary is provided at the beginning of each game. Review these words *before each game is played or before the supporting activities are used. Determine* the ability to define these words in the most appropriate manner for each player's skill level. Substitute local terms if they are different, or use a simpler word that the player will recognize.

Limit the pregame discussion of vocabulary words to no more than five minutes. Then use the words during the game to increase understanding, and encourage the players to use the words. If the five-minute period is up before a certain word is discussed, use it during the game and see whether the players can guess the meaning.

Basic Map Game

1. Each player draws one card and places a game piece on the address shown on the card. This will be the starting point for each player. (Instead of using a game piece, the player may use a manipulative—one of the "people" figures or the bus—to help "think through" the problem.)

2. The instructor secretly writes a number on paper. Each player names a number between 1 and 10. The player whose number is closest to the instructor's number begins the game.

3. The first player draws a second card. That card will indicate the player's destination.

4. The player places the flag marker on the address indicated so that everyone playing the game knows the player's destination.

5. The player must describe how to get from the starting point to the destination *by the most direct route.*

6. If necessary, questions may be asked (by the instructor or leader; or by the other players, taking turns) to help the player find the direction. (For example, "Are you sure you should turn right? How many blocks should you travel south? What landmarks can you point out?") Assistance should be reduced or eliminated as the players become familiar with the rules.

7. After the player has arrived at the destination, the next player takes a turn. Play moves in a clockwise direction.

Map Game Variations

The map game variations are arranged in an order of simple to more complex. The skills required for each game build upon the skills developed in the previous game. That order may be different for each group of players. Use your judgment as to what the players can or cannot be expected to do.

Game 1 Left and Right

Objectives: **The player will improve:**
- Ability to follow verbal directions
- Understanding and use of left and right
- Reading and use of a city map
- Functional vocabulary for using a map

Vocabulary:
left, right
city block
corner
address
house number
starting point
destination
street, boulevard

Related Activities: 1, 2, 3, 12, 15, 23

The Game Variation: Playing the Basic Game (see page 18), the player also identifies the direction of each turn by naming left or right at each street corner.

This game provides an opportunity for the players to become familiar with the game board without being overwhelmed by language demands.

Preparation: Be sure players know left from right.

Before playing Game 1, younger players can play a "Simon Says" game using left and right hands or feet, touching the person to the left or right, and pointing to things that are on the left or right.

Game 2 Cardinal Points — North, South, East, West

Objectives: **The player will improve:**
- Ability to follow verbal directions
- Understanding and use of north, south, east, west
- Reading and use of a city map
- Functional vocabulary for using a map

Vocabulary:
road, place, avenue, trail
north, south, east, west
intersection
cross street

Related Activities: 1, 2, 3, 15, 23

The Game Variation: The player identifies the direction of each turn by naming north, south, east, or west at each street corner. The direction key on the game board is in clear view for easy reference. Once the players are familiar with the directions, the key may be covered.

Game 3 Directions and Number of Blocks

Objectives: **The player will improve:**
- Sequencing skills in giving directions
- Ability to follow verbal directions
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Understanding and use of descriptive information
- Reading and use of a city map

Vocabulary:
go up (go down) a street
go straight
curve
turn
direction
leave (exit)
number of city blocks traveled (can the player count them correctly?)

Related Activities: 1, 2, 3, 23

The Game Variation: In addition to stating the direction (either by using left and right or by using north, south, east, west), the player also states the number of blocks to travel. The player states the information in a grammatically correct sentence.

Game 4 Landmarks

Objectives: **The player will improve:**
- Sequencing skills in giving directions
- Sequencing skills in writing directions
- Ability to follow verbal directions
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Understanding and use of descriptive information

Vocabulary: **Descriptive words for buildings, houses, landmarks:**

skyscraper	wide, narrow
stories (of buildings)	major intersection
colors	railroad track
new, old	river, lake
tall, short	mountain, valley

Related Activities: 1, 2, 3, 17

The Game Variation: At each turn along the game board, the player describes or names a landmark, street name, or building. This information may be stated before or after the direction to turn ("Just before the railroad track, turn left" or "Turn left just after crossing the railroad track"). The level of the player's ability will determine the complexity of the description.

The instructor must take care that the description part of the player's turn doesn't take so long that the momentum of the game deteriorates. A time limit may need to be set.

Game 5 Giving and Following Directions

Objectives: **The player will improve:**
- Sequencing skills in giving directions
- Ability to follow verbal directions
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Understanding and use of descriptive information

Vocabulary: **Descriptive words for buildings, houses, and landmarks:**
brick, stucco, wood, adobe
street signs
billboards
museum
restaurant

Related Activities: 1, 2, 3, 15, 22, 23

The Game Variation: This game uses the same procedure as Games 1, 2, and 3; but the player gives directions to the person on the left, who moves the marker along the board from the starting point to the destination. Both players receive points if the directions are given and followed correctly.

Game 6 Describing Reasons for Travel

Objectives: **The player will improve:**
- Sequencing skills in giving directions
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Understanding and use of descriptive information
- Use of grammatically correct sentence structure
- Sequencing skills in telling a story

Vocabulary: Specific nouns, verbs, articles, prepositions (to rule out use of "that thing," "stuff," "it," "there")

Related Activities: 4, 5, 6, 9, 17, 19, 20, 22

The Game Variation: Game 6 is like Games 1 through 5; but in addition to giving directions, the player describes appropriate reasons for going to or from the points on the map. The player presents those reasons in grammatically correct sentences. A time limit may be necessary to keep the game moving along.

The group may discuss what would happen if the person did not get to the destination or arrived too late, given the purpose of the trip.

Note to the Teacher: Tape record the directions and responses while playing this game. The tape will be used in Activity 22, which focuses on note-taking skills. Players will have greater interest in the exercises if they are listening to themselves. Activity 22 can be used as a reinforcement lesson once the skills of Game 6 are developed.

Game 7 Riding the Bus

Objectives: **The player will improve:**

- Sequencing skills in giving directions
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Understanding and use of descriptive information
- Verbal reasoning skills
- Reading and use of a bus schedule
- Functional vocabulary for using a bus schedule
- Problem-solving skills

Vocabulary:

schedule	bus route	arrival time
transfer	connection	traffic flow
fare (tokens, bus pass)	board the bus	nearest cross street
bus stop	departure time	TO/FROM columns on a bus schedule

Related Activities: 10, 14

The Game Variation: This game builds on the skills practiced in Games 1 through 7. In addition, the player tells which bus to take to get from the present location to the new destination.

Preparation: Before this game is played, discuss bus schedules, transfer tickets, bus fare, bus rules, and bus stops. Actual samples of local bus schedules, transfer tickets, and tokens can be brought into the discussion.

Most bus schedules do not show a bus stop at every corner. Using a local bus schedule, discuss this concept and its effect on timing of departure or arrival.

Photocopy the bus schedules for Winterberry City (see pages 57-76). Refer to the Bus Route Worksheet (page 39) for directions on how to read a bus schedule. (If the players are not familiar with bus schedules, begin this lesson with Activity 14; then play Game 7.)

To determine time constraints for this game, use the player's personal schedule as much as possible. This adds functionality to the game and makes carryover easier. The players can record their personal schedules, using the form on the following page.

For the players' guidance, you may want to post a list of appropriate business hours, such as the list on page 24.

Playing the Game: The player identifies the nearest bus stop to begin the intended trip. The player names the bus number, states which direction the bus will travel toward the destination, which side of the street to stand on to board the bus going in that direction, how many blocks to travel, any landmarks or street names to look for, whether a transfer will be needed, and whether it is necessary to walk a certain distance to get from the bus stop to the destination.

Based on the player's personal schedule, the player determines an appropriate time of day to take the trip. The trip could be a school field trip or a therapeutic activity. It could be taken before or after school or a therapy session, for a variety of reasons.

The capabilities of the group will determine how much information is demanded on each turn. With some players, it is best to require only one item of information at a time.

To make the game more challenging for higher-functioning players, have the group establish a bus fare—say, 50¢ including one transfer slip (or use the local bus fare amount). Then the player will determine how much money is needed for the trip.

Personal Schedule

Time	Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday

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Business Hours

General business: 9:00 a.m. - 5:00 p.m.

Grocery stores: 8:00 a.m. - 9:00 p.m.

Department stores:

Monday-Friday	10:00 a.m. - 9:00 p.m.
Saturday	10:00 a.m. - 6:00 p.m.
Sunday	12:00 noon - 5:00 p.m.

Restaurants:

Formal	11:00 a.m. - 9:00 p.m.
Fast-food	24 hours

Museums:

Monday-Friday	10:00 a.m. - 5:00 p.m.
Saturday	10:00 a.m. - 6:00 p.m.
Sunday	12:00 noon - 5:00 p.m.

Live theater:

Monday-Friday	8:00 p.m.
Saturday	1:00 p.m. and 8:00 p.m.
Sunday	2:00 p.m.

Movie theaters: Daily shows at 1:00 p.m., 3:00 p.m., 5:30 p.m., 7:30 p.m., 9:30 p.m.

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Game 8 Writing an Address

Objectives: **The player will improve:**
- Ability to follow verbal directions
- Ability to follow written directions
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Understanding and use of descriptive information
- Ability to address an envelope
- Note-taking skills
- Memory for a sequence

Vocabulary:
stationery, envelope
margin
paragraph
sentence
heading
greeting
introduction
closing
signature
punctuation
address
city, state, zip code
full name, initials
Mr., Mrs., Ms., Miss, Dr.
stamp
mail
postal service
mail carrier

Related Activities: 1, 2, 3, 7, 12, 13, 16, 22

The Game Variation: This game requires the player to follow directions given verbally by the leader. At the conclusion of the leader's directions, the player writes the address of the point of arrival. Points are awarded if the verbal directions were followed correctly.

The flag marker is not used in this game.

Playing the Game: In this variation to the Basic Game, each player draws a starting point card and places a marker at the address shown on the card; but the leader draws the destination card for each player. The flag marker is not used. Without showing the destination card to the player or giving away the name of the street or address number, the leader gives directions for the player to reach the destination. (For example, "Exit the building you are in on the north side. Turn left and go three blocks. Turn right. Then enter the second building on the left.") On reaching the destination, the player writes the address on a piece of paper during the next player's turn. At the end of that player's turn, the first player checks the answer with the leader's card. One point is given for each direction followed correctly and for each line of the address that is written correctly. The address should include the name of the destination on the first line, the street number and street name on the second line, and the city and state names on the third line. The zip code is not required at this point.

Game 9 Zip Codes

Objectives: **The player will improve:**
- Ability to follow verbal directions
- Ability to address an envelope
- Functional vocabulary for writing a letter
- Memory for a sequence

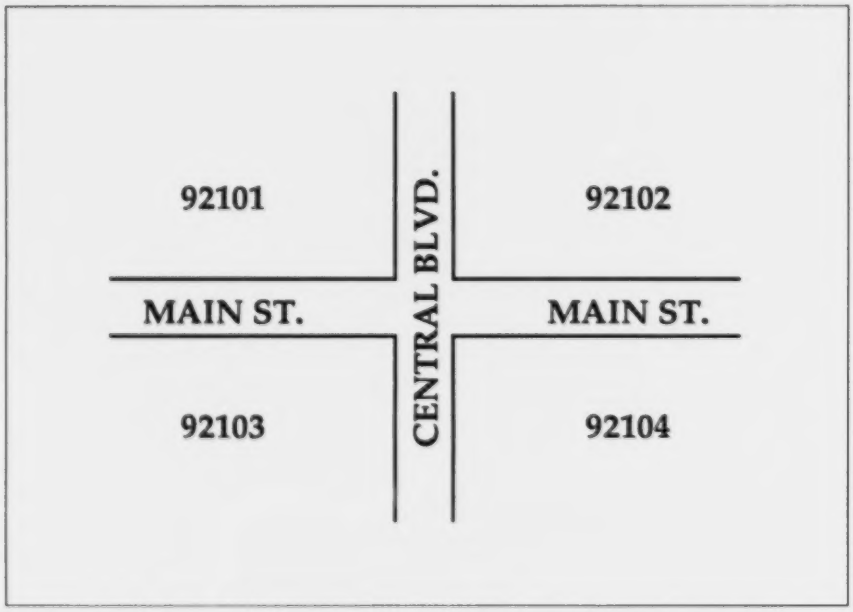
Vocabulary: words from Game 8
district
divider street
zip code directory

Related Activity: 7, 13, 16

The Game Variation: This game requires the player to remember an address given verbally, find it on the map, and identify the appropriate zip code.

The flag marker is not used in this game.

Preparation: Draw the following diagram on the chalkboard, showing Winterberry City's zip code districts.



Explain that Central Boulevard is the north-south divider street; Main Street is the east-west divider. There are four zip codes in Winterberry City.

Discuss the fact that larger cities have many zip codes. The players can refer to a zip code directory (available from the post office) to learn how the zip code districts are divided in your city.

Playing the Game: All players draw their starting point cards and place their markers. The leader draws the destination cards for each player. The flag marker is not used. The leader reads the destination card address to the first player. The player must remember the address and find it on the game board. The player gets points for finding the address and for being able to tell the zip code for that address.

Play continues until all players have had a turn.

Game 10 Even and Odd

Objectives: **The player will improve:**

- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Understanding and use of descriptive information
- Verbal reasoning skills
- Reading and use of a city map
- Functional vocabulary for using a map
- Problem-solving skills

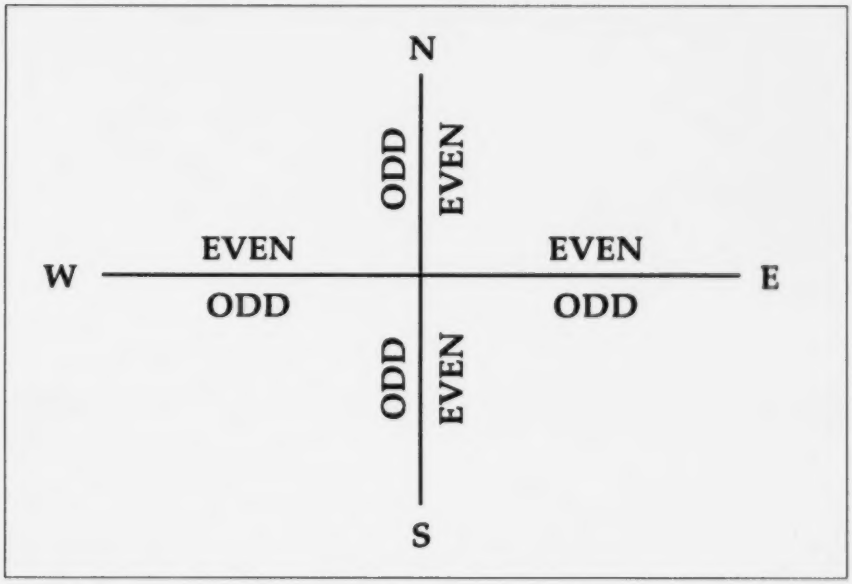
Vocabulary: even numbers
odd numbers
which side of the street (east, west, north, south)
which way a street "runs" (east-west, north-south)

Related Activity: 11, 12, 23

The Game Variation: This game requires the player to recognize on which side of the street an address will be located by reading the even- or odd-numbered address.

Preparation: Before playing the game, explain the concept of the even- and odd-numbered address system.

Draw the following diagram on the chalkboard. Tell the players that the centers of Central Boulevard and Main Street are the dividers for the even and odd numbering in Winterberry City.



Explain that even-numbered buildings are on the north side of streets that run east and west. Even-numbered buildings also are on the east side of streets that run north and south. (This concept may be confusing for some communicatively disordered people.)

Throughout the game, allow the players to refer to the diagram as needed.

Playing the Game: The player draws a card and tells whether the address number is even or odd. Then the player locates the street and tells on which side of the street the building will be located.

Game 11 Directory Search

Objectives: **The player will improve:**
- Reading and use of a telephone directory
- Functional vocabulary for using a telephone directory

Vocabulary:
directory
business, residential
alphabetical
category
Yellow Pages
emergency
index

Related Activities: 5, 8, 17, 18, 19, 20, 21, 23

The Game Variation: This game requires the player to find an address in the telephone directory, first using the Business Directory and then the Yellow Pages.

Preparation: Discuss use of the telephone directory. Explain how to call the operator (dial 0), Emergency (dial 911), and Information (411 or other locally designated number).

Photocopy the Winterberry City Telephone Directory (pages 46-56). Give each player a copy.

Playing the Game: Each player draws a card, reads the address, and finds the listing in the Business Directory. The player then finds the listing in the Yellow Pages. The time it takes each player to perform these tasks is recorded and used as an individual basal reference. Subsequent turns should decrease in length of time until it is determined that the player is working at optimum speed. One point is given for each second of time reduced from the basal time. Two points are given for an accurate search. No points are given if the search is in error.

Note to the Teacher: Make note of any areas of difficulty. The player may need practice in alphabetizing, categorizing, problem-solving techniques, and other areas.

Activities

Activity 1 Giving Written Directions

Related Map Games: 1, 2, 3, 4, 5, 8

Objectives: **The player will improve:**

- Understanding and use of north, south, east, west
- Understanding and use of left and right
- Understanding and use of descriptive information
- Reading and use of a city map
- Functional vocabulary for using a map

Preparation: Photocopy the form on page 30. Give each player a copy. Have additional copies available.

The Activity: The player draws two cards for a starting point and destination. Using the form, the player writes the directions from one point to the other. If the places are farther apart, repeat Step 2 as many times as needed.

Example:

Directions Worksheet

Starting point: Winterberry Hospital, 251 E. Winterberry Ave.

Destination: Petrie Pet and Vet, 113 W Main Street

1. Exit Winterberry Hospital (starting point)

and turn left (left or right?) on Winterberry Avenue (what street?).

2. Travel 1½ blocks (how far?) to Central Blvd (what street?).

Look for the Corner Store (what landmarks?).

Turn right (left or right?).

Travel 1 block to Main Street.

Look for Melvin's Department Store.

Turn left.

3. Travel across the street (how far?)

to Petrie Pet and Vet (destination).

Additional information:

It's the first building on the left.

Directions Worksheet

Starting point: _____

Destination: _____

1. Exit _____
(starting point)

and turn _____ on _____ .
(left or right?) (what street?)

2. Travel _____ to _____ .
(how far?) (what street?)

Look for _____.
(what landmarks?)

Turn _____.
(left or right?)

3. Travel _____
(how far?)

to _____.
(destination)

Additional information:

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Activity 2 Giving Written Directions

Related Map Games: 1, 2, 3, 4, 5, 8

Objectives: **The player will improve:**
- Sequencing skills in writing directions
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Understanding and use of descriptive information
- Use of grammatically correct sentence structure
- Reading and use of a city map
- Functional vocabulary for using a map
- Problem-solving skills

Preparation: Give each player a piece of paper and a pencil.

The Activity: As in Activity 1, the players draw two cards and write directions from one point to another; but in this activity, they use their own words. The directions must be written clearly and the sentences must be grammatically correct.

Activity 3 Following Written Directions

Related Map Games: 1, 2, 3, 4, 5, 8

Objectives: **The player will improve:**
- Ability to follow written directions
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Understanding and use of descriptive information
- Use of grammatically correct sentence structure
- Reading and use of a city map
- Functional vocabulary for using a map

Preparation: This activity uses the completed papers from Activity 1 or Activity 2. Have the players pass their papers to their neighbors.

The Activity: Each player takes a turn moving a marker across the game board according to the directions written on the neighbor's paper.

If directional errors were written by the first player, the second player may correct the paper after checking the correction with the instructor.

Activity 4 Writing Reasons for Travel

Related Map Game: 6

Objectives: **The player will improve:**
- Understanding and use of descriptive information
- Verbal reasoning skills
- Use of grammatically correct sentence structure
- Sequencing skills in writing a story
- Problem-solving skills

The Activity: The player draws two cards for a starting point and a destination. In complete and grammatically correct sentences, the player writes a reason for going from one point to another. The reason must have the possibility of being true.

Example: I had a flat tire, so I went to Tess's Tires to have it fixed.

I went to Riverside Preschool to pick up my little brother.

Activity 5 City Services

Related Map Games: 6, 11

Objectives: **The player will improve:**
- Understanding and use of descriptive information
- Verbal reasoning skills
- Sequencing skills in telling a story
- Problem-solving skills
- Reading and use of a telephone directory
- Functional vocabulary for using a telephone directory

Preparation: Compare and contrast the difference between "basic services" (such as police, fire, street maintenance) with "quality-of-life services" (such as parks, libraries, and recreational facilities). How are these services different? How important are they to living happily in a city? Where does the money come from for these services?

Discuss what could happen in a city if there were not enough of both kinds of services. If an election is going on in the community, find out if these issues are part of the campaigns. If they are, discuss each politician's view. Encourage the players to make choices about which is the better point of view.

The Activity: Using the Winterberry City Business Directory (pages 47-48), the players list the services of Winterberry City under the two categories, "basic services" and "quality-of-life services." Opinions may differ within the group. It is acceptable to disagree as long as the players verbally present valid reasons.

The players may want to research similar services available in their city. Examples might include police or sheriff and fire department services, perhaps a neighborhood park or pool, a bus route close to a player's home, or a unique service located in a player's neighborhood.

Activity 6 Writing a Story about a Business

Related Map Games: 6

Objectives: **The player will improve:**
- Verbal reasoning skills
- Sequencing skills in writing a story
- Problem-solving skills

The Activity: Each player takes a card. The player writes a story about the business listed on the card. The story should answer the following questions:

Who owns the business?

Why did that person open that kind of business?

Is the business doing well? Why or why not?

What could the owner do to improve business?

What are the owner's future plans for the business? (Will the owner's children inherit it? Will the owner make enough money to retire and sell the business to someone else?)

Group Activity: The players choose a business they would like to have. They outline the steps needed to buy and operate such a business, and they list the skills they would need to run it successfully. They may also list the potential problems they might have and outline ways to avoid those problems.

If possible, invite the owner of a small business to come in and talk with the players. Encourage the players to ask questions and see if their thoughts were similar to those of a real business person's experiences.

Activity 7 Writing a Letter

Related Map Games: 8, 9

Objectives: **The player will improve:**
- Understanding and use of descriptive information
- Ability to write a letter
- Sequencing skills in writing a story

Preparation: Review letter formats, grammatically correct sentence structure, and addressing an envelope. Describe and discuss appropriate greetings and salutations.

The Activity: The players write letters to the owner of the business they wrote about in Activity 6. Each player may choose the subject—a friendly personal letter, an inquiry about an aspect of the business, or a request for a job.

Activity 8 Describing Business Categories

Related Map Game: 11
Related Activities: 17, 19, 20

Objectives: **The player will improve:**
- Verbal reasoning skills
- Problem-solving skills
- Reading and use of a telephone directory
- Functional vocabulary for using a telephone directory

Preparation: Review use of the local telephone directory.

The Activity: The player draws a card, reads the business name aloud, and verbally states the category where the listing might be found in the telephone directory. The player checks the answer in the Winterberry City Yellow Pages (pages 49-56) during the next person's turn. When the second player has drawn a card and stated a category, the first player should have the answer ready.

If there is dispute about the placement of the business or place, the answer will be accepted if the player can logically defend the category. The player should list all possible categories.

Activity 9 Reporting an Emergency

Related Map Game: 6

Objectives: **The player will improve:**
- Understanding and use of descriptive information
- Sequencing skills in giving directions
- Verbal reasoning skills
- Sequencing skills in telling a story
- Functional vocabulary for using a telephone directory
- Problem-solving skills

Preparation: Discuss emergency numbers. Add local emergency numbers to the directory (page 46). Give each player a copy.

The Activity: Role play is used in this activity. At first, some people are reluctant to dramatize a situation, but they may enjoy the activity after they try it.

Describe a dramatic family situation. (For example, "Your little sister falls off her tricycle. She is crying, and she can't stand up. Her leg is twisted, and you think it might be broken. Your parents aren't home from work yet. What do you do?") Have two toy telephones available. One person plays the part of the emergency operator while the other player reports the emergency. The player describes the problem and gives the street address.

Group Activity: One player leaves the room while the other players plan an emergency situation. The first player returns to the room to deal with the emergency.

Let the participants create the ideas; they will try to stump each other, and this will add to the fun of learning.

Activity 10 Describing Types of Transportation

Related Map Game: 7

Objectives: **The player will improve:**
- Understanding and use of descriptive information
- Verbal reasoning skills
- Sequencing skills in writing a story
- Problem-solving skills

The Activity: Discuss the types of transportation that are available in a city. Have the players report on the local price range for taxis, and compare the price to fares on the city bus system. Compare and contrast the differences between city buses, taxis, bicycles, and cars. Use the local telephone directory to see whether there are shuttle services for handicapped people and senior citizens. Check whether there are hotel shuttles from the airport. Discuss the advantages and disadvantages of mass transportation and carpools.

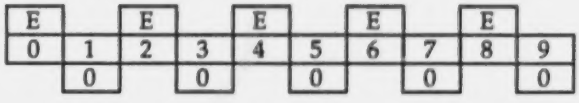
Have the players write lists, draw pictures, and tell or write stories about various transportation systems. Have them make models of those systems. Then they can discuss what they have created, and how and why they created it the way they did. The players also can invent forms of transportation for the future, research forms from the past, or create transportation from another world. Encourage them to use their imagination!

Activity 11 Recognizing Even and Odd Address Numbers

Related Map Game: 10
Related Activities: 12

Objectives: **The player will improve:**
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Verbal reasoning skills
- Reading and use of a city map
- Memory for a sequence
- Functional vocabulary for using a map
- Problem-solving skills

Preparation: In most cities, buildings are numbered so that all even numbers are consistently on one side of the street and all odd numbers are on the other side. Discuss house numbers in the area, and see if the players can tell which sides of the street the even and odd numbers are on. Have them check numbers in the neighborhood and report their findings. Make sure the players know the difference between even and odd numbers. You may want to draw the following diagram on the chalkboard.



The Activity: The players take turns drawing a card, reading the address, and telling whether it is an even or odd number. If the players have good math skills, have them divide the numbers by 2. If they have trouble with math, use manipulatives (buttons, paper clips, or other small items) to illustrate the principle. Have them pair the manipulatives, showing that "even" numbers always have a "partner" and "odd" numbers never do.

Play a game of Odd Man Out. Give each player ten manipulatives. Call a number. The players race to pair the manipulatives to see if there is an "odd man out."

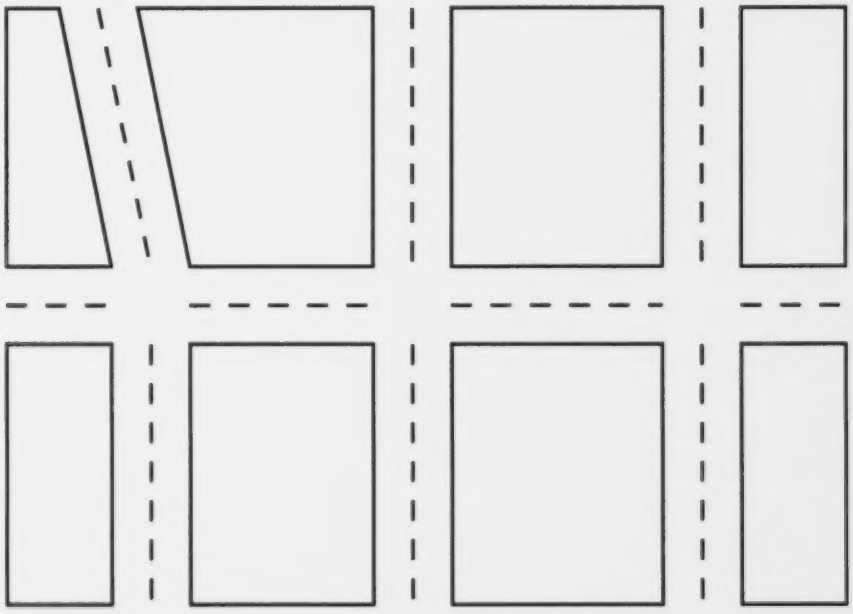
Activity 12 Recognizing Even and Odd Address Numbers

Related Map Games: 1, 8, 10
Related Activity: 11

Objectives: **The player will improve:**

- Sequencing skills in giving directions
- Ability to follow verbal directions
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Understanding and use of descriptive information
- Reading and use of a city map
- Sequencing skills in telling a story
- Memory for a sequence
- Functional vocabulary for using a map

Preparation: Draw the following street diagram on a large sheet of paper. Use clear adhesive plastic to laminate the diagram so it can be marked, wiped clean with a tissue or soft cloth, and used again.



The Activity: Discuss how streets are named. The players choose street names and write them on the map drawing. Each player places a house on the drawing. The houses may be drawn directly on the map; drawn on construction paper, cut out, and glued to the map; or they may be photographs of the players' own houses or magazine pictures of houses the players would like to have. The houses may be placed wherever the players wish to place them.

Review the concept of even and odd numbers. (The odd numbers are on one side of the street and the even ones are on the other side.) Discuss how addresses are assigned in a city. (The numbers increase from a certain intersection.) In Winterberry City, all the numbers increase from the intersection of Central Boulevard and Main Street.

The players will decide which are the divider streets on the map drawing. Then they will assign an address to each house according to the rules discussed above.

Each player takes a turn giving directions to another player, from a starting point to a particular house. The second player uses a dry-erase marker to draw a line on the map while following the directions.

Before beginning the activity, discuss the rules and post them in the room:
1. Once the marker is down to start, it cannot be picked up until the destination is reached,
2. Always travel on the right side of the road.
3. If a wrong turn is made, the listener/follower must make a U-turn to correct the direction.
4. The listener/follower must stop at all stop signs.

Once the players understand the concept of traveling in traffic, they can use the transportation models they created in Activity 10.

Activity 13 Writing a Letter

Related Map Games: 8, 9

Objectives:

The player will improve:
- Ability to follow verbal directions
- Ability to write a letter
- Ability to address an envelope
- Sequencing skills in writing a story
- Memory for a sequence

Preparation: Discuss the steps involved in moving mail. If possible, arrange a visit to a nearby post office. Discuss postage, and be sure the players understand that it is like a ticket for a piece of mail to travel from one point to another.

Discuss the standard format for writing a letter (greeting, a paragraph for introduction, providing information or making a request, closing, and signature). Talk about appropriate headings and greetings for various levels of relationships (standard greetings, business, formal, informal, romantic, and so on). Explain that blue or black ink is used for any kind of formal letter, and colored ink is acceptable for casual letters.

The Activity: Give each player a sheet of paper, a pen, an envelope, and two 3" x 5" index cards. Using the diagram from Activity 12, have the players write their names and the addresses from their houses on both cards. Have them use the name of their own city, state, and zip code. The players put one of their cards into a box, and they keep the other card so they can remember their address. Then the players all draw a card from the box. (If they draw their own, they put it back and draw again.)

Each player writes a letter in a standard format to the person whose address was drawn. The sentences must be in the player's best grammar and structure. The envelope must be correctly addressed and must have a return address in the upper left corner. The stamp may be drawn in place, or a sticker may be used in the upper right corner.

One person is chosen to be the mail carrier who delivers the letters. The players take turns reading their letters to the group. They may wish to respond to the letters.

Use this activity as an ongoing exercise for written language development.

Activity 14 Decoding Bus Schedules

Related Map Game: 7

Objectives: **The player will improve:**

- Sequencing skills in writing directions
- Ability to follow verbal directions
- Ability to follow written directions
- Reading and use of a bus schedule
- Note-taking skills
- Functional vocabulary for using a bus schedule
- Problem-solving skills

Preparation: Make several photocopies of each bus schedule (pages 57-76), and have them available for reference.

Photocopy the Bus Route Worksheet (page 39). Make a copy for each player. Have extra copies available.

The Activity: The player plans a bus trip from one point to another, using the Winterberry City map, the City Bus Overview map on the back of the bus schedule, and the appropriate timetables printed on the bus schedule.

Give each player a copy of the bus worksheet. The player draws two cards and decides which place will be the starting point and which will be the destination. Working within the time constraints of the player's Personal Schedule and the Business Hours chart (see pages 23-24), the player decides an appropriate day and time to take the bus trip. The player fills in the worksheet, following the directions.

The players probably will need to do the activity in a group several times before they understand the procedure. Talk them through the process, and ask questions. (For example, "Where are you going? Is that to or from your starting point? What do you need to know now? Where can you find that information?") Eventually, the players will complete a few worksheets independently.

Carryover: Once the players have mastered the concepts and have completed several hypothetical Winterberry City bus trips successfully, they should be ready to plan a class field trip by bus. Discuss places in your city that can be reached by bus. Find those places on a local city map. Bring local bus schedules to the classroom. Point out that real bus schedules do not show every street, and so it is necessary to know the cross streets or major intersections that are nearest the starting point and the destination in order to estimate times for departure and arrival.

Discuss the importance of being at the bus stop a few minutes early. Sometimes busses are a little early or late. Discuss possible reasons that busses may not be exactly on time. (People are slow or fast in getting on and off the bus, sometimes the driver doesn't have to stop at every scheduled location, the amount of traffic varies according to the time of day.)

Enjoy the classroom bus trip!

Bus Route Worksheet

Name_____ Date _____

1. Take two cards. Decide which place will be your starting point and which one will be your destination. Look on the Winterberry City map and find the two places.
2. Find the intersection nearest your starting point. Write the names of those streets on the worksheet.
3. Look on the City Bus Overview map on the bus schedule. Decide how you will get to your destination. (Will you need to take more than one bus to get there? If so, fill out a separate worksheet for each bus route you must travel.)
4. Choose the bus route you will need to take. Write the bus route number and the bus name on the worksheet.
5. Look at the map on the bus schedule. Decide whether the direction of your destination is listed on the TO or the FROM section of the bus schedule. Circle TO or FROM on the worksheet.
6. Decide which side of the street you must stand on to get the bus that travels toward your destination. Circle N, S, E, or W on the worksheet.
7. Decide the time you want to board the bus. Look down the TIME column to find the nearest time listed opposite the street name where you will board the bus. Write that time on the worksheet.

Worksheet

_____
(starting point/intersection)

_____
(destination/intersection)

_____ TO / FROM _____ N S E W
(bus route number) (bus route name)

Board bus at _____ A.M. / P.M. Exit bus at _____ A.M. / P.M.

SUMMARY

Stand on the _____ side of the intersection of
(direction)

_____ and _____
(street name) (street name)

at _____ A.M. / P.M.
(time)

Board the # _____ bus TO / FROM _____
(bus route) (bus route name)

Exit the bus at _____ A.M. / P.M. at the corner of
(time)

_____ and _____
(street name) (street name)

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Activity 15 Following and Giving Verbal Directions

Related Map Games: 1, 2, 5

Objectives: **The player will improve:**
- Sequencing skills in giving directions
- Ability to follow verbal directions
- Understanding and use of left and right
- Understanding and use of north, south, east, west
- Memory for a sequence
- Functional vocabulary for using a map

Preparation: Arrange chairs, tables, and throw rugs, and tape paper to the floor to create a sense of city blocks and streets. Write the cardinal directions, N, S, E, W, on colored sheets of paper. Tape each direction to the respective wall.

Discuss the landmarks that surround the city (mountains, rivers, large buildings that can be seen for miles, and so on).

The Activity: Each player walks through the maze following directions to certain intersections. When the leader asks the player to go north (or south, east, west), the player must say whether it is a turn to the right or the left. The leader also may tell the player to turn right or left and have the player name the cardinal point.

For a variation, have the players give directions to each other. Points can be kept and scores tallied as in board games. Both players receive points if the directions are given and followed correctly. The giver may give a flawed direction; but if the receiver follows it accurately, the response is considered correct.

Activity 16 Zip Codes

Related Map Games: 8, 9

Objectives: **The player will improve:**
- Ability to address an envelope
- Problem-solving skills

Preparation: Prepare 3" x 5" index cards with a street address written on one side. Lightly write the zip code on the back of the card.

Discuss zip codes: What are they? (Numbers assigned to a specific zone in an area)

How are they used by the postal service? (For sorting and delivery)

When do we use them? (When we write letters and address envelopes)

How can one find an unknown zip code? (The post office has a zip code directory; the telephone directory sometimes includes an overall map for zip codes)

Obtain enough zip code directories from your local post office so that the instructor and each player may use one. Read the directions in the directory to learn about zip codes, mail classes, standard and nonstandard mail size, and other information.

Look through the zip code directory with the players. Point out that street names are listed in alphabetical order, in columns. The first three zip code digits are printed at the top of each column. Following each street name are the last two digits. Sometimes streets are further divided into numerical sections; for example, 100-3599 will be —07, 3600-8399 will be —10, and so on. There may be several streets with the same name but the type of street (road, place, trail, and so on) will be different. Some cities add directions to the street name (for example, 102 North 4th St., 102 4th St. NW).

The Activity: The players take turns drawing a 3" x 5" index card, reading the address, finding it in the zip code directory, and self-checking by reading the zip code on the back of the card.

This can be independent work or a group activity, with players (singly or in relay teams) racing to finish with the correct answers.

Save the 3" x 5" cards for use in Activity 23.

Carryover: The players find their street names in the zip code directory. (Be sure the players know their most current and complete addresses.)

Activity 17 Advertising in the Yellow Pages

Related Map Games: 4, 6, 11
Related Activity: 8

Objectives: **The player will improve:**
- Understanding and use of descriptive information
- Verbal reasoning skills
- Reading and use of a telephone directory
- Note-taking skills
- Sequencing skills in writing a story
- Functional vocabulary for using a telephone directory
- Problem-solving skills

Preparation: Photocopy the Winterberry City Yellow Pages (pages 49-56). Make several copies of each page.

The Activity: In this activity, players take notes concerning the task. Then they design display ads for the Winterberry City Telephone Directory.

The players take notes as you read the following instructions aloud:

The Business Directory is an alphabetical listing of all the businesses in Winterberry City. The Yellow Pages are not finished yet. Many owners of businesses would like to advertise with displays in the Yellow Pages. Will you help them?

Find a page you want to use for designing a display ad. Choose an advertising block that no one else will be using. Look in the Yellow Pages of the telephone directory of our city. Find ideas for designing your ad for the Winterberry City telephone directory. Use your imagination to design your display ad.

These are the questions you need to think about to advertise the business:

1. What is the most important aspect of the business?
2. How can you state the important features of the business most clearly?
3. What arrangement will be the most eye-catching to potential customers?

Review the players' notes to check their understanding of the problem. Look for organization and clarity. Discuss the positive and negative aspects of the notes. Can the players read and understand their own notes?

If the players are not able to draw their ads, they may use magazine clippings, tracings, or stickers. If old telephone directories are available, drawings may be cut from them and pasted in the Winterberry City directory.

When the players have completed their ads, the directory pages can be glued onto master sheets and photocopied for use in other group activities.

Activity 18 Business Directory Practice

Related Map Game: 11

Objectives: **The player will improve:**
- Note-taking skills
- Memory for a sequence
- Functional vocabulary for using a telephone directory

The Activity: Give each player a sheet of paper and a pencil. Each player takes ten game cards. On the left side of the page, the players write the name of the businesses listed on the cards. Using the Business Directory, the players look up the businesses and write the phone numbers on the right side of the page opposite the business name. The monitoring leader checks the answers.

Activity 19 Yellow Pages Practice

Related Map Games: 6, 11
Related Activity: 8

Objectives: **The player will improve:**
- Ability to follow verbal directions
- Understanding and use of left and right
- Note-taking skills
- Memory for a sequence

The Activity: The players take notes as you read the following instructions aloud:

"We are going to look up businesses in the Winterberry City Yellow Pages. Take ten game cards. On the right side of your sheet of paper, write the name of each business. On the left side of the sheet of paper, list all the categories the business may be listed under. Then look up the business in the Winterberry City Yellow Pages. If you cannot find it in the Yellow Pages, check with the instructor, who will help you think of other categories. After you have found the business under another category, write that category on your list and draw a circle around it."

Check the players' notes for organization and clarity. Ask questions verbally to determine their understanding of the directions. Then have them carry out the activity. Review any category areas in which the players need help.

Activity 20 Directory Follow-up

Related Map Games: 6, 11
Related Activity: 8

Objectives: **The player will improve:**
- Ability to follow verbal directions
- Verbal reasoning skills
- Reading and use of a telephone directory
- Note-taking skills
- Memory for a sequence

Preparation: Have a supply of 3" x 5" index cards available.

The Activity: The players look up businesses in the local Yellow Pages. They write the business addresses and pertinent information on the front of the index card. On the back, the players write the category under which the business is listed.

When a significant deck of cards is created, a flash card activity can be played. The player is shown the business name on the front of the card. Two points are awarded if the player remembers or can guess the correct subject category for the business. (The players may be required to explain how they guessed or remembered.) One point is awarded if the player can look up the business in the Yellow Pages.

Save the 3" x 5" cards to use in Activity 23.

Activity 21 Residential Directory Practice

Related Map Game: 11

Objectives: **The player will improve:**
- Ability to follow verbal directions
- Reading and use of a telephone directory
- Note-taking skills
- Functional vocabulary for using a telephone directory

Preparation: Have a supply of 3" x 5" index cards available.

Explain that a Residence Directory is similar to a Business Directory except that it contains the home addresses and telephone numbers of individuals who live in the area. Their last names are listed in alphabetical order. Have the players discuss the local residence directory, and let them look up their own residential telephone numbers. Some listings may not have full names or an address. Discuss why some people do not have their phone numbers listed or have only their initials and last name listed. (For example, they live alone, they hate phone calls, they've had too many prank calls, and so on.)

The Activity: Create your own Residence Directory with the players' names or with imaginary people. Write the names on index cards. The players can make up addresses or extend the street numbers of the Winterberry City map. Residences would begin in the 400 block of any street in Winterberry City.

Arrange the cards in alphabetical order and copy the list on a sheet of paper. The list may be typed, photocopied, and added to the Winterberry City directory.

Activity 22 Taking Notes

Related Map Games: 5, 6, 8

Objectives: **The player will improve:**
- Sequencing skills in giving directions
- Ability to follow verbal directions
- Note-taking skills
- Memory for a sequence
- Problem-solving skills

Preparation: Discuss listening for the purpose of taking notes. Talk about the fact that it is harder to focus on information that is not thought of as "interesting." Explore ways in which the players can find interest in subjects that are difficult for them. They might draw pictures to conceptualize the topics or subjects, develop greater understanding of the vocabulary being used, have a friend play quiz games about the subject on the way to the next class, outline questions about the subject, and so on.

The Activity: This activity uses the tape recording made in Map Game 6.

The players listen to the recorded directions and write the important information (street name, direction, and reason for the trip).

Stop the tape as many times as necessary for slow processors. Play it back for those who need to hear it twice. Say it for those who need the visual cues of the face.

Focusing on what is important may be the most difficult task for those who have processing problems. Have them concentrate on listening for street names and information about directions. When the reasons are presented, have the listeners write anything they remember, and later have them discuss associations they made to help them remember. Determine what is missing or in excess in the player's notes, and work from that point.

Carryover: Expand the activity by presenting readings or directing discussions on topics that interest the players. The purpose of the task is to take notes, not to record the information itself. Topics may include:

Current political issues
Available services for people with handicaps
Favorite TV shows
The best music group alive
The best movie of the year
This city (is it great, good, OK, fair, the pits?) Why?
Player's choice

Have two players talk while two others take notes. Have the two note takers compare their notes to see whether the same things were important to both. Discuss why some things should be the same on both players' lists, while other items may be different.

Have the player make a recording during a family discussion or in a difficult class. Use that tape to practice taking notes.

Activity 23 Using a Local City Map

Related Map Games: 1, 2, 3, 5, 10, 11

Objectives: **The player will improve:**
- Understanding and use of left and right
- Understanding and use of directions (north, south, east, west)
- Understanding and use of descriptive information
- Reading and use of a city map
- Functional vocabulary for using a map
- Problem-solving skills

Preparation: Players must know their current address.
They should have some concept of alphabetizing.

The Activity: Using a local city map, the players try to find the streets and specific blocks on which they live.

Direct their attention to the major streets (usually printed in bold type). Ask each player, "Do you know the major street that is nearest your house?" Players should know or learn how many blocks they live from major streets and in which direction their house is from those major streets.

The task of trying to find streets in this manner may quickly become overwhelming. Before the players become frustrated, ask them, "Do you think there might be an easier way to look up streets on the map?" Direct their attention to the letters and numbers along the borders of the map. Ask them to speculate as to the purpose of those letters and numbers. See if anyone notices that the lines framing the letters and numbers on the map border actually form a grid across the entire map. Ask if that gives anyone an idea about what the letters and numbers could be for (codes?).

Approach every step as a problem for the players to solve. If they work for the answers, they are likely to remember the information longer.

The Winterberry City map is too small for an index of streets, but the players should know how to find a street on a map index. Show them how to use the map index, using a local city map. Have a player look up a street in the alphabetical listing of the index. A second player can write or remember the code that follows the name of the street. Using the code, the first player puts one finger on the letter and another finger on the number, then follows the lines to the point of convergence. Using your hands or sheets of paper, block off the areas around the square of convergence to help the player focus. The street will be within that square. (A magnifying glass is often helpful for reading very small print.)

Direct the players' attention to a street that is long and runs through several grid squares. Point out the small numbers (usually printed in red) which indicate the block numbers. Ask the players to use the block numbers to find the locations of their homes. Mark their homes with a colored marking pen or use pushpins. Post the map on the bulletin board. Ask the players to look on the map and find neighborhood features close to their homes (parks, museums, school, a river or lake).

On many local maps, the downtown area is outlined with a colored line, and an inset map shows that section in greater detail. That section may have numbered points of interest which are listed near the inset. Players can explore those points of interest and plan field trips.

Use the cards that were made up for Map Activities 16 and 20. Have the players find the locations on the local city map. Then have the players look up businesses and residences in the local telephone book, then locate them on the local map. If the players have difficulty with this task, review the process by playing the game or activity which focused on the necessary skill.

WINTERBERRY CITY TELEPHONE DIRECTORY

Emergency Numbers

FIRE 911

POLICE 911

AMBULANCE 911

POISON CONTROL

Fire Station - Unit #9 ..... **123-1100**
201 W. Winterberry Ave.
N. E. Police Station **122-0001**
306 N. University Ave.
S. W. Police Station **123-8542**
202 W. Winterberry Ave.
Winterberry Hospital **124-6646**
251 E. Winterberry Ave.

GOVERNMENT

City Hall **121-9234**
102 W. Main St.
Environmental Protection Dept. **121-9304**
Health Dept. **121-9404**
License Bureau **121-9604**
Mayor's Office **121-9004**
Parks and Recreation Dept. **121-9704**
Planning Dept. **121-9104**
Transportation Dept. **121-9504**
Utilities Dept. **121-9204**

County Courthouse **121-0234**
118 N. Mountain Ave.

United States Post Office **124-9871**
201 S. Lakeview Dr.

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Business Directory

All Faiths Worship Hall **123-9876**
310 Town Ave

Andy's Art Shop **123-1235**
210 S. Mountain Ave.

Annie's Coffee Shop **123-0834**
202 W. Santa Fe Tr.

Art's Hotel **123-0341**
203 W. Main St.

Betty's Bakery **123-2134**
305 W. Winterberry Ave.

Bicycle Shop **124-4587**
205 Town Ave.

Bus Station **123-0080**
367 S. Mountain Ave.

Carson's Pharmacy **124-9285**
Medical Offices Building
203 S. Lakeview Dr.

Central Blvd. Gas Station **121-5234**
349 N. Central Blvd.

Charlie's Car Rental **123-4560**
206 W. Santa Fe Tr.

China Dragon Restaurant **123-0734**
106 W. Winterberry Ave.

Cinema 4 ..... **124-1234**
219 E. Main St.

Community Center **122-4252**
150 E. Main St.

Computer King **123-4134**
116 S. Mountain Ave.

Corner Store **124-4767**
120 S. Central Blvd.

Depot Gas Station **123-0623**
307 W. Santa Fe Tr.

Diamonds and Gems Jewelry **123-4567**
103 W. Santa Fe Tr.

Fancy Rags Clothing **121-2234**
306 W. Main St.

Foley Art Gallery **123-0050**
104 W. Santa Fe Tr.

Fred's Fishing Rods **122-0010**
206 E. Riverside Dr.

George's Groceries **123-5134**
102 S. Mountain Ave.

Gondola Serenade River Rides **122-0030**
205 E. Riverside Dr.

Grover Elementary School **124-6234**
325 E. Winterberry Ave.

Hair-Larry-Us Beauty Salon **123-0010**
107 W. Santa Fe Tr.

Harry's Hamburgers **123-0934**
203 W. Santa Fe Tr.

Hawaii Swimwear **122-0000**
204 N. University Ave.

History Museum **121-8234**
328 N. Central Blvd.

Humane Society **123-0030**
306 W. Winterberry Ave.

Jerry's Jewelry **121-1234**
204 W. Main St.

King, Dr. Sara **124-7738**
Medical Offices Building
203 S. Lakeview Dr.

Lake Park Amusements **122-0020**
209 N. Lakeview Dr.

Lake Park Mall **122-0008**
107 E. Lake Park Ave.

Lake Park Patrol **122-0005**
305 N. University Ave.

Lakeview Skating Rink **122-0007**
209 E. Lake Park Ave.

Law Library **121-1252**
203 W. Riverside Dr.

Mary's Malt Shop **122-0003**
302 N. University Ave.

Matt's Laundry **123-0020**
357 S. Central Blvd.

Melvin's Department Store **124-4507**
107 E. Main St.

Merdox, Dr. Sam **124-7737**
Medical Offices Building
203 S. Lakeview Dr.

Mexican Hat Restaurant **124-8234**
127 S. University Ave.

Mike's Motel **124-8828**
220 S. University Ave.

Nature Center **124-2234**
340 Town Ave.

Notes Music Store **123-1234**
206 S. Mountain Ave.

Otto's Auto Parts **123-4568**
308 W. Santa Fe Tr.

Paper Works **121-9440**
104 E. Winterberry Ave.

Pat's Pizza Parlor **123-0034**
305 W. Santa Fe Tr.

Peter's Pet and Vet
113 W. Main St.
Pet Store **123-3134**
Veterinarian **123-0330**

Quality Car Sales **123-4577**
204 W. Santa Fe Tr.

Raft and Boat Rental **122-0004**
307 N. Lakeview Dr.

Riverside Gas Station **122-0009**
202 N. University Ave.

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Business Directory
(continued)

Riverside Preschool 121-7234
303 W. Riverside Dr.
Riverside Ride and Stable 121-4234
360 N. Wagon Train Rd.
River Valley Zoo 124-3234
350 E. Winterberry Ave.
Roller Skate Rental 122-0002
303 N. University Ave.
Running Deer High School 121-6234
307 N. Central Blvd.
Sadie's Home for Seniors 123-0434
303 W. Main St.
Sadie's MiniClinic 123-0634
301 W. Main St.
Sadie's Recreation Center 123-0435
302 W. Winterberry Ave.
Sadie's Shuttles 123-0523
304 W. Winterberry Ave.
Second Hand Rose 124-4467
206 E. Winterberry Ave.
Senior Citizens' Center 121-1232
207 W. Riverside Dr.
Sidewalk Cafe 122-0006
303 N. Lakeview Dr.
Smith & Jones, Attorneys 121-9234
Legal Offices Building
141 N. Central Blvd.
Soda Shop 124-9234
103 E. Santa Fe Tr.
South Town Parking Garage 123-0334
308 S. Mountain Ave.
Stan's Sporting Goods 123-4597
102 W. Winterberry Ave.
Tess's Tires 123-4569
302 W. Santa Fe Tr.
Town Apartments 124-9919
301 Town Ave.
Town Players Theater 123-8134
106 W. Santa Fe Tr.
Train Depot 123-0110
310 S. Wagon Train Rd.
Train Museum 123-0040
309 S. Wagon Train Rd.
Tulley, Mary, Attorney 121-8731
Legal Offices Building
141 N. Central Blvd.
United States Post Office 124-9871
201 S. Lakeview Dr.
University of Winterberry
Administration 124-7234
250 S. Central Blvd.
Bookstore 124-0001
104 E. Santa Fe Tr.
Library 124-0034
105 W. Winterberry Ave.
North Dormitory 124-7488
201 E. Main St.
North Parking Garage 124-3717
202 E. Winterberry Ave.
South Dormitory 124-5847
333 Town Ave.
South Parking Garage 124-1134
101 Town Ave.
Stadium 124-6570
110 E. Santa Fe Tr.
Video Games Company 123-9134
207 W. Santa Fe Tr.
West, Dr. Elizabeth, Dentist 124-1752
Medical Offices Building
203 S. Lakeview Dr.
Winterberry Hospital 124-6646
251 E. Winterberry Ave.
Winterberry Public Library 123-0440
202 W. Main St.
Winterberry Real Estate 123-0234
207 W. Winterberry Ave.
Young Adult Center 123-0070
208 W. Winterberry Ave.
Youth Club Meeting Hall 123-0220
205 W. Main St.
You Travel Agency 123-0090
205 W. Winterberry Ave.

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Yellow Pages

ANIMALS

Humane Society 123-0030
306 W. Winterberry Ave.

Peter's Pet and Vet
113 W. Main St.
Pet Store 123-3134
Veterinarian 123-0330

Riverside Ride and Stable 121-4234
360 N. Wagon Train Rd.

River Valley Zoo 124-3234
350 E. Winterberry Ave.

APARTMENTS

Town Apartments 124-9919
301 Town Ave.

ART

Andy's Art Shop 123-1235
210 S. Mountain Ave.

Foley Art Gallery 123-0050
104 W. Santa Fe Tr.

ATTORNEYS—See LAWYERS

AUTOMOTIVE

Central Blvd. Gas Station 121-5234
349 N. Central Blvd.

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Yellow Pages
(continued)

Charlie's Car Rental **123-4560**
206 W. Santa Fe Tr.
Depot Gas Station **123-0623**
307 W. Santa Fe Tr.
Otto's Auto Parts **123-4568**
308 W. Santa Fe Tr.
Quality Car Sales **123-4577**
204 W. Santa Fe Tr.
Riverside Gas Station **122-0009**
202 N. University Ave.
Sadie's Shuttles **123-0523**
304 W. Winterberry Ave.
Tess's Tires **123-4569**
302 W. Santa Fe Tr.

BAKERIES

Betty's Bakery **123-2134**
305 W. Winterberry Ave.

BEAUTY SALONS

Hair-Larry-Us Beauty Salon **123-0010**
107 W. Santa Fe Tr.

BICYCLES

Bicycle Shop **124-4587**
205 Town Ave.

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Yellow Pages
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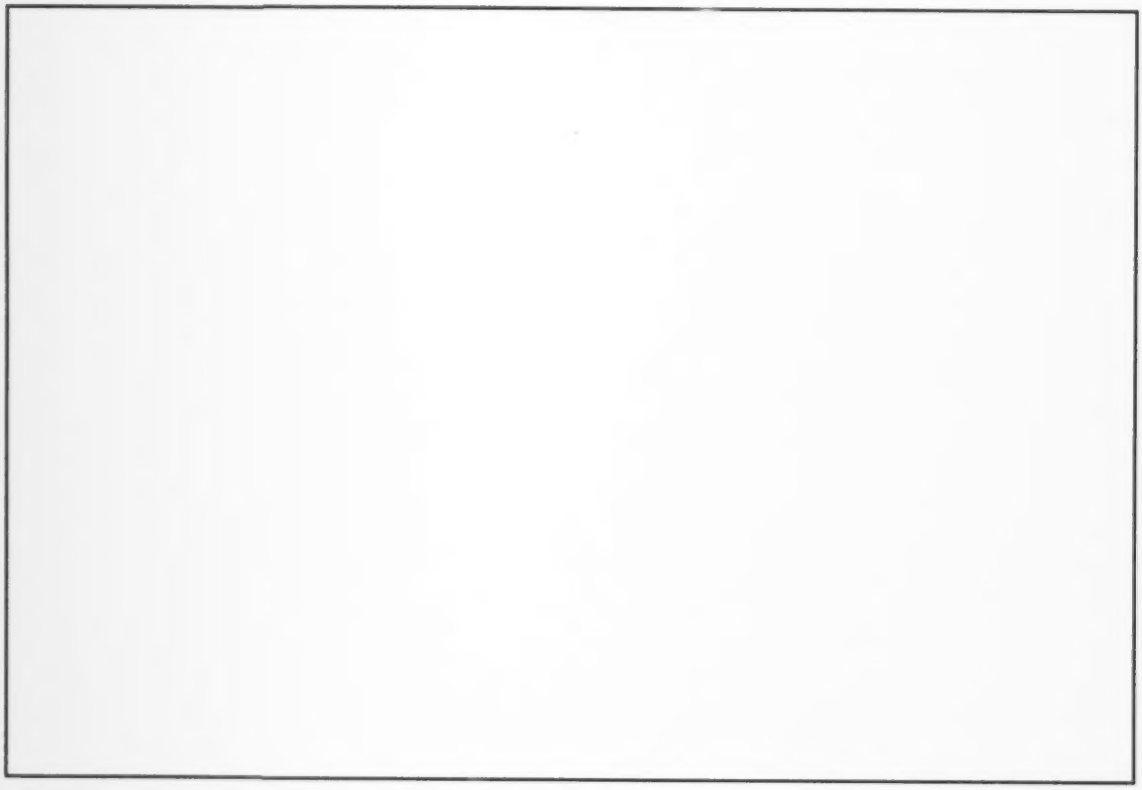

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Yellow Pages
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BOOKS
Paper Works 121-9440
104 E. Winterberry Ave.
University Bookstore 124-0001
104 E. Santa Fe Tr.

CHURCHES
All Faiths Worship Hall 123-9876
310 Town Ave.

CLOTHING
Fancy Rags Clothing 121-2234
306 W. Main St.
Hawaii Swimwear 122-0000
204 N. University Ave.
Lake Park Mall 122-0008
107 E. Lake Park Ave.
Melvin's Department Store 124-4507
107 E. Main St.
Second Hand Rose 124-4467
206 E. Winterberry Ave.

COMMUNITY CENTERS
Community Center 122-4252
150 E. Main St.
Senior Citizens' Center 121-1232
207 W. Riverside Dr.
Young Adult Center 123-0070
208 W. Winterberry Ave.
Youth Club Meeting Hall 123-0220
205 W. Main St.

COMPUTERS
Computer King 123-4134
116 S. Mountain Ave.

COSMETICS—See BEAUTY SALONS

DENTISTS
West, Dr. Elizabeth 124-1752
Medical Offices Building
203 S. Lakeview Dr.

DOCTORS—See PHYSICIANS

DRUGSTORES—See PHARMACIES

ENTERTAINMENT
Lake Park Amusements 122-0020
209 N. Lakeview Dr.

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FOOD—See GROCERIES, RESTAURANTS

GAS STATIONS—See AUTOMOTIVE

GROCERIES

Corner Store **124-4767**
102 S. Central Blvd.

George's Groceries **123-5134**
102 S. Mountain Ave.

HEALTH CARE

Sadie's Home for Seniors **123-0434**
303 W. Main St.

Sadie's MiniClinic **123-0634**
301 W. Main St.

Winterberry Hospital **124-6646**
251 E. Winterberry Ave.

HOTELS AND MOTELS

Art's Hotel **123-0341**
203 W. Main St.

Mike's Motel **124-8828**
220 S. University Ave.

JEWELRY

Diamonds and Gems Jewelry **123-4567**
103 W. Santa Fe Tr.

Jerry's Jewelry **121-1234**
204 W. Main St.

LAUNDRY

Matt's Laundry **123-0020**
357 S. Central Blvd.

LAWYERS

Smith & Jones, Attorneys **121-9234**
Legal Offices Building
141 N. Central Blvd.

Tulley, Mary, Attorney **121-8731**
Legal Offices Building
141 N. Central Blvd.

LIBRARIES, PRIVATE

Law Library **121-1252**
203 W. Riverside Dr.

University of Winterberry Library **124-0034**
105 W. Winterberry Ave.

LIBRARIES, PUBLIC

Winterberry Public Library **123-0440**
202 W. Main St.
Reference Desk **123-0441**
Information **123-0442**
Children's Library **123-0443**

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MALLS
Lake Park Mall **122-0008**
107 E. Lake Park Ave.

MOTELS—See HOTELS AND MOTELS

MUSEUMS
History Museum **121-8234**
328 N. Central Blvd.
Nature Center **124-2234**
340 Town Ave.
Train Museum **123-0040**
309 S. Wagon Train Rd.

MUSIC
Notes Music Store **123-1234**
206 S. Mountain Ave.

PARKING
South Town Parking Garage **123-0334**
308 S. Mountain Ave.
University North Parking Garage **124-3717**
202 E. Winterberry Ave.
University South Parking Garage **124-1134**
101 Town Ave.

PETS
Peter's Pet and Vet
113 W. Main St.
Pet Store **123-3134**
Veterinarian **123-0330**
Riverside Ride and Stable **121-4234**
360 N. Wagon Train Rd.

PHARMACIES
Carson's Pharmacy **124-9285**
Medical Offices Building
203 S. Lakeview Dr.

PHYSICIANS
King, Dr. Sara **124-7738**
Medical Offices Building
203 S. Lakeview Dr.
Merdox, Dr. Sam **124-7737**
Medical Offices Building
203 S. Lakeview Dr.

REAL ESTATE
Winterberry Real Estate **123-0234**
207 W. Winterberry Ave.

RECREATION
Community Center **122-4252**
150 E. Main St.

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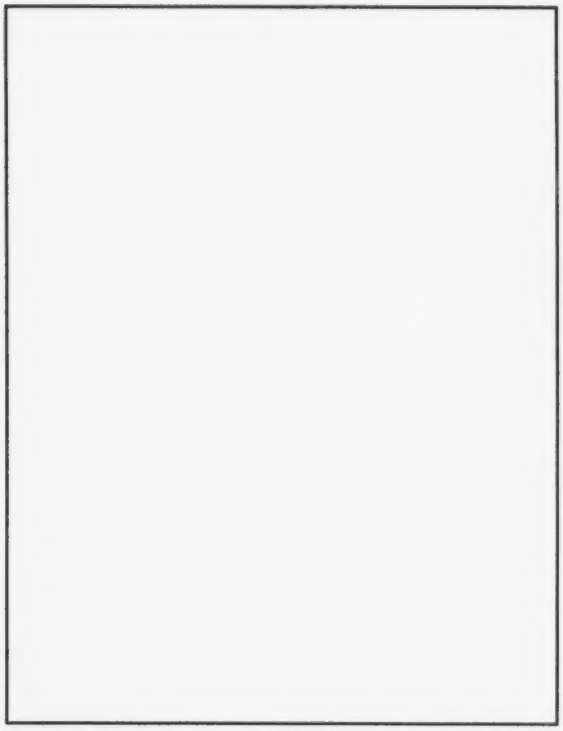

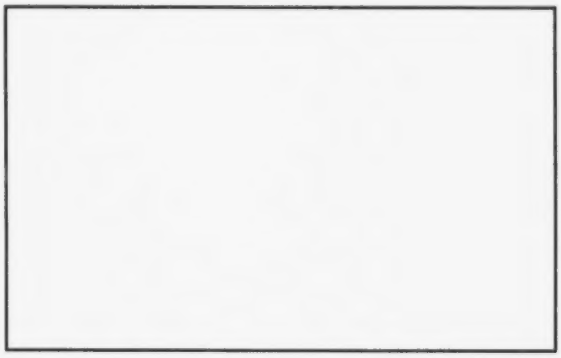

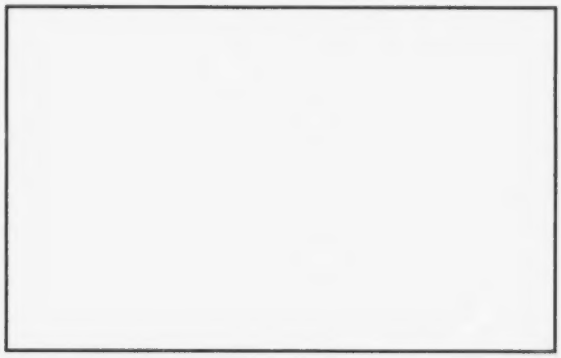

Gondola Serenade River Rides **122-0030**
205 E. Riverside Dr.
Lake Park Amusements **122-0020**
209 N. Lakeview Dr.
Lakeview Skating Rink **122-0007**
209 E. Lake Park Ave.
Roller Skate Rental **122-0002**
303 N. University Ave.
Sadie's Recreation Center **123-0435**
302 W. Winterberry Ave.
Senior Citizens' Center **121-1232**
207 W. Riverside Dr.
Video Games Company **123-9134**
207 W. Santa Fe Tr.
Young Adult Center **123-0070**
208 W. Winterberry Ave.
Youth Club Meeting Hall **123-0220**
205 W. Main St.

RENTALS

Charlie's Car Rental **123-4560**
206 W. Santa Fe Tr.
Raft and Boat Rental **122-0004**
307 N. Lakeview Dr.
Roller Skate Rental **122-0002**
303 N. University Ave.

RESTAURANTS

Annie's Coffee Shop **123-0834**
202 W. Santa Fe Tr.
China Dragon Restaurant **123-0734**
106 W. Winterberry Ave.
Harry's Hamburgers **123-0934**
203 W. Santa Fe Tr.
Mary's Malt Shop **122-0003**
302 N. University Ave.
Mexican Hat Restaurant **124-8234**
127 S. University Ave.
Pat's Pizza Parlor **123-0034**
305 W. Santa Fe Tr.
Sidewalk Cafe **122-0006**
303 N. Lakeview Dr.
Soda Shop **124-9234**
103 E. Santa Fe Tr.

SCHOOLS, PRIVATE

Riverside Preschool **121-7234**
303 W. Riverside Dr.
University of Winterberry
Administration **124-7234**
250 S. Central Blvd.
Book Store **124-0001**
104 E. Santa Fe Tr.
Dormitories
University North **124-7488**
201 E. Main St.

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University South **124-5847**
333 Town Ave.
Library **124-0034**
105 W. Winterberry Ave.
Parking
University North **124-3717**
202 E. Winterberry Ave.
University South **124-1134**
101 Town Ave.
Stadium **124-6570**
110 E. Santa Fe Tr.

SCHOOLS, PUBLIC

Grover Elementary School **124-6234**
325 E. Winterberry Ave.
Running Deer High School **121-6234**
307 N. Central Blvd.

SECURITY

Lake Park Patrol **122-0005**
305 N. University Ave.

SHOPPING MALLS—See MALLS

SPORTS

Fred's Fishing Rods **122-0010**
206 E. Riverside Dr.
Stan's Sporting Goods **123-4597**
102 W. Winterberry Ave.
University Stadium **124-6570**
110 E. Santa Fe Tr.

THEATERS

Cinema 4 ..... **124-1234**
219 E. Main St.
Town Players Theater **123-8134**
106 W. Santa Fe Tr.

TRAVEL

Bus Station **123-0080**
367 S. Mountain Ave.
Train Depot **123-0110**
310 S. Wagon Train Rd.
You Travel Agency **123-0090**
205 W. Winterberry Ave.

VETERINARIANS

Peter's Pet and Vet **123-0330**
113 W. Main St.

ZOOS

River Valley Zoo **124-3234**
350 E. Winterberry Ave.

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SATURDAY SERVICE

Times indicated may vary according to traffic conditions

Route 9 TO Train Depot

Santa Fe Trail &:	A. M.					P. M.			
Lakeview Dr.	10:30	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10
University Ave.	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15
Town Ave.	10:40	11:30	12:20	1:10	2:00	2:50	3:40	4:30	5:20
Central Blvd.	10:45	11:35	12:25	1:15	2:05	2:55	3:45	4:35	5:25
Mountain Ave.	10:50	11:40	12:30	1:20	2:10	3:00	3:50	4:40	5:30
Wagon Train Rd.	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35

Route 9 FROM Train Depot

Santa Fe Trail &:	A. M.					P. M.			
Wagon Train Rd.	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35
Mountain Ave.	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40
Central Blvd.	11:05	11:55	12:45	1:35	2:25	3:15	4:05	4:55	5:45
Town Ave.	11:10	12:00	12:50	1:40	2:30	3:20	4:10	5:00	5:50
University Ave.	11:15	12:05	12:55	1:45	2:35	3:25	4:15	5:05	5:55
Lakeview Dr.	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10	6:00

SUNDAY/HOLIDAY SERVICE

Times indicated may vary according to traffic conditions

Route 9 TO Train Depot

Santa Fe Trail &:	A. M.					P. M.	
Lakeview Dr.	8:00	8:50	9:40	10:30	11:20	12:10	1:00
University Ave.	8:05	8:55	9:45	10:35	11:25	12:15	1:05
Town Ave.	8:10	9:00	9:50	10:40	11:30	12:20	1:10
Central Blvd.	8:15	9:05	9:55	10:45	11:35	12:25	1:15
Mountain Ave.	8:20	9:10	10:00	10:50	11:40	12:30	1:20
Wagon Train Rd.	8:25	9:15	10:05	10:55	11:45	12:35	1:25

Route 9 FROM Train Depot

Santa Fe Trail &:	A. M.					P. M.	
Wagon Train Rd.	8:25	9:15	10:05	10:55	11:45	12:35	1:25
Mountain Ave.	8:30	9:20	10:10	11:00	11:50	12:40	1:30
Central Blvd.	8:35	9:25	10:15	11:05	11:55	12:45	1:35
Town Ave.	8:40	9:30	10:20	11:10	12:00	12:50	1:40
University Ave.	8:45	9:35	10:25	11:15	12:05	12:55	1:45
Lake View Dr.	8:50	9:40	10:30	11:20	12:10	1:00	1:50

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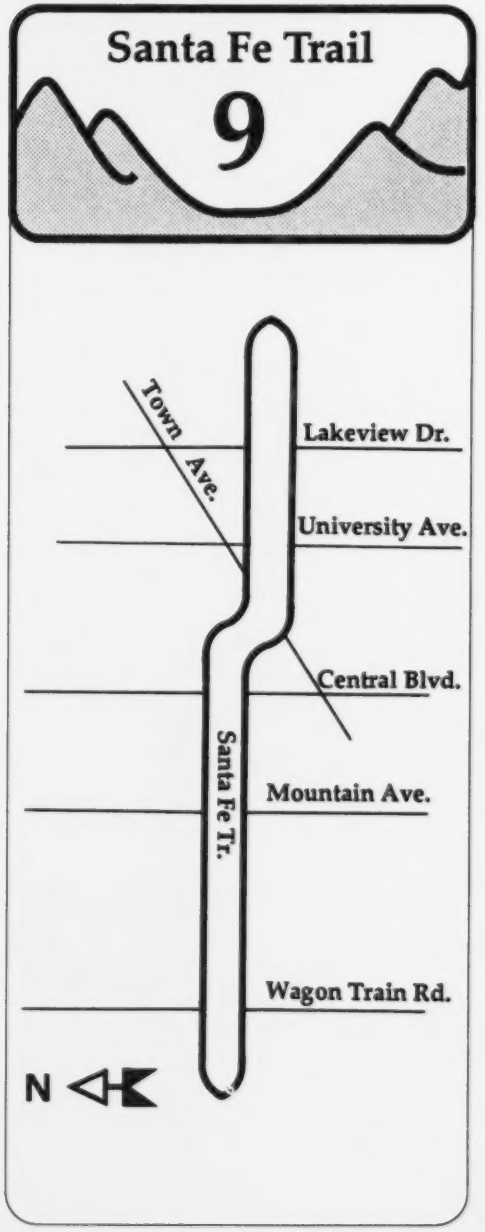

MONDAY–FRIDAY SERVICE

Saturday and Sunday/Holiday Service on Back

Times indicated may vary according to traffic conditions

Route 9 TO Train Depot

Santa Fe Trail &:	A. M.							P. M.								
Lakeview Dr.	5:55	6:50	7:40	8:30	9:20	10:10	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40	6:30
University Ave.	6:00	6:55	7:45	8:35	9:25	10:15	11:05	11:55	12:45	1:35	2:25	3:15	4:05	4:55	5:45	6:35
Town Ave.	6:05	7:00	7:50	8:40	9:30	10:20	11:10	12:00	12:50	1:40	2:30	3:20	4:10	5:00	5:50	6:40
Central Blvd.	6:10	7:05	7:55	8:45	9:35	10:25	11:15	12:05	12:55	1:45	2:35	3:25	4:15	5:05	5:55	6:45
Mountain Ave.	6:15	7:10	8:00	8:50	9:40	10:30	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10	6:00	6:50
Wagon Train Rd.	6:20	7:15	8:05	8:55	9:45	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15	6:05	6:55

Route 9 FROM Train Depot

Santa Fe Trail &:	A. M.							P. M.								
Wagon Train Rd.	6:20	7:15	8:05	8:55	9:45	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15	6:05	6:55
Mountain Ave.	6:25	7:20	8:10	9:00	9:50	10:40	11:30	12:20	1:10	2:00	2:50	3:40	4:30	5:20	6:10	7:00
Central Blvd.	6:30	7:25	8:15	9:05	9:55	10:45	11:35	12:25	1:15	2:05	2:55	3:45	4:35	5:25	6:15	7:05
Town Ave.	6:35	7:30	8:20	9:10	10:00	10:50	11:40	12:30	1:20	2:10	3:00	3:50	4:40	5:30	6:20	7:10
University Ave.	6:40	7:35	8:25	9:15	10:05	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35	6:25	7:15
Lakeview Dr.	6:45	7:40	8:30	9:20	10:10	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40	6:30	7:20

Tips for Transfers

Be sure to ask your bus driver for a transfer slip when you enter the bus. One transfer slip is included with the purchase of each bus ticket.

NOTE:
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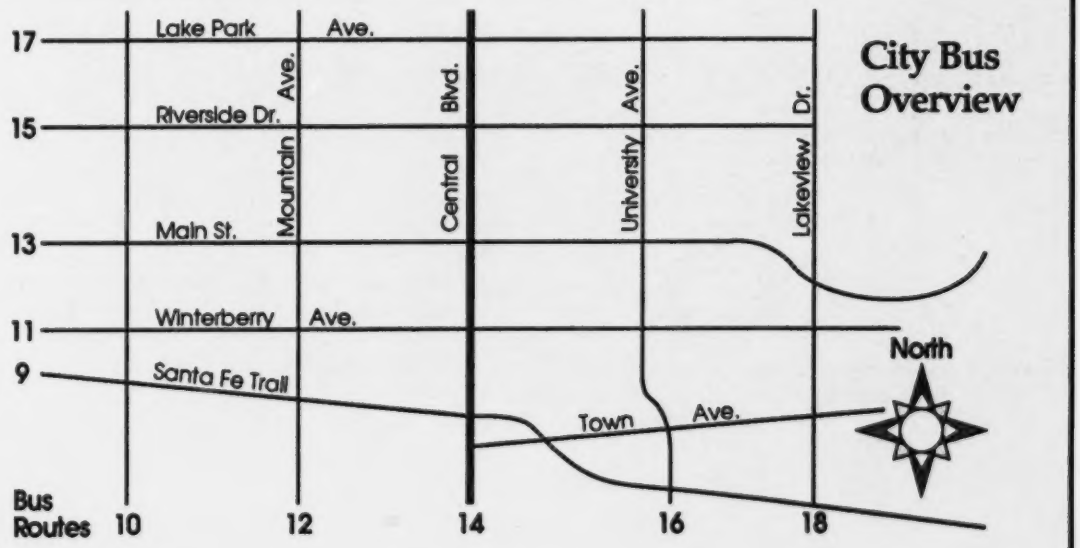

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SATURDAY SERVICE

Times indicated may vary according to traffic conditions

Route 10 TO Rider Park

Wagon Train Rd. &:	A. M.					P. M.		
Santa Fe Tr.	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45
Winterberry Ave.	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50
Main St.	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55
Riverside Dr.	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00
Lake Park Ave.	11:25	12:05	12:45	1:25	2:05	4:45	5:25	6:05

Route 10 FROM Rider Park

Wagon Train Rd. &:	A. M.					P. M.		
Lake Park Ave.	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25
Riverside Dr.	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30
Main St.	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35
Winterberry Ave.	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40
Santa Fe Tr.	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45

SUNDAY/HOLIDAY SERVICE

Times indicated may vary according to traffic conditions

Route 10 TO Rider Park

Wagon Train Rd. &:				A. M.				P. M.	
Santa Fe Tr.	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45
Winterberry Ave.	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50
Main St.	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55
Riverside Dr.	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00
Lakeview Dr.	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25	2:05

Route 10 FROM Rider Park

Wagon Train Rd. &:				A. M.				P. M.	
Lake Park Ave.	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25
Riverside Dr.	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30
Main St.	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35
Winterberry Ave.	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40
Santa Fe Tr.	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45

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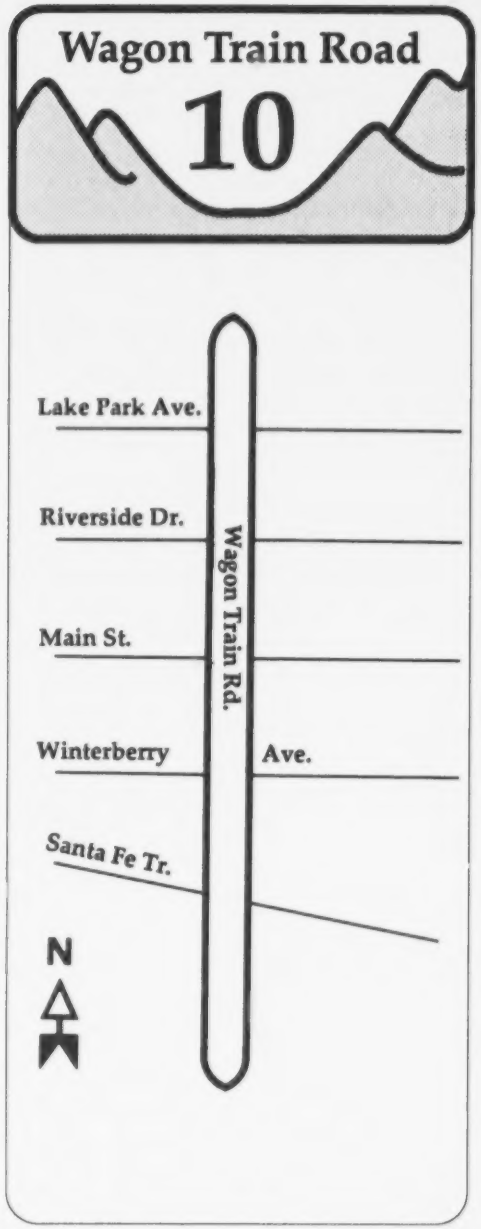

MONDAY–FRIDAY SERVICE

Saturday and Sunday/Holiday Service on Back

Times indicated may vary according to traffic conditions

Route 10 TO Rider Park

Wagon Train Road &:	A. M.											P. M.					
Santa Fe Tr.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00
Winterberry Ave.	6:20	7:05	7:45	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45	6:25	7:05
Main St.	6:25	7:10	7:50	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50	6:30	7:10
Riverside Dr.	6:30	7:15	7:55	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55	6:35	7:15
Lake Park Ave.	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00	6:40	7:20

Route 10 FROM Rider Park

Wagon Train Road &:	A. M.											P. M.					
Lake Park Ave.	5:55	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	4:00	4:40	5:20	6:00	6:40
Riverside Dr.	6:00	6:40	7:25	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25	6:05	6:45
Main St.	6:05	6:50	7:30	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30	6:10	6:50
Winterberry Ave.	6:10	6:55	7:35	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35	6:15	6:55
Santa Fe Tr.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00

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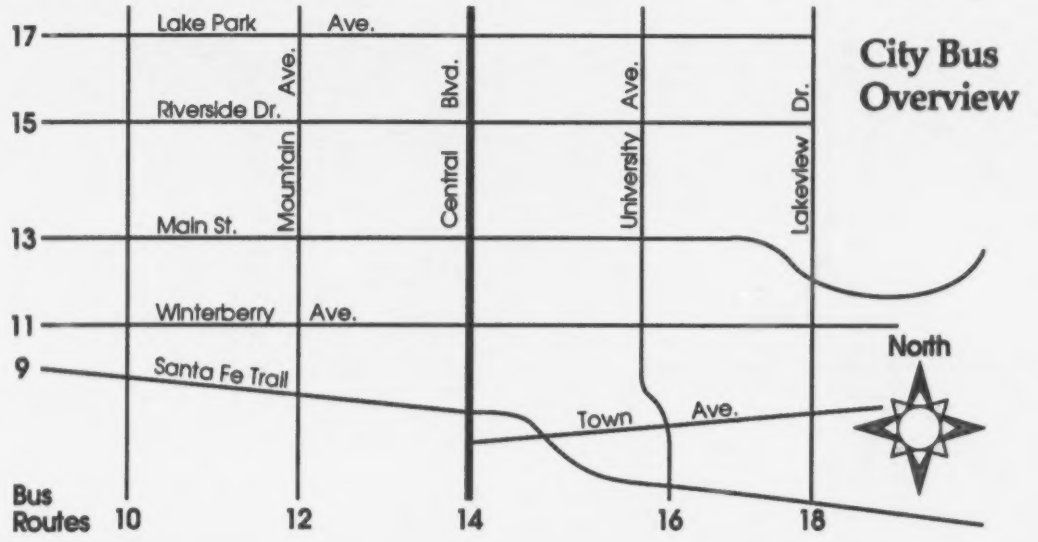

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SATURDAY SERVICE

Times indicated may vary according to traffic conditions

Route 11 TO Zoo

Winterberry Ave. &:	A. M.						P. M.		
Wagon Train Rd.	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40
Mountain Ave.	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45
Central Blvd.	10:30	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50
University Ave.	10:35	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55
Lakeview Dr.	10:40	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00

Route 11 FROM Zoo

Winterberry Ave. &:	A. M.						P. M.		
Lakeview Dr.	10:00	10:40	11:20	12:00	12:40	1:20	4:00	4:40	5:20
University Ave.	10:05	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25
Central Blvd.	10:10	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30
Mountain Ave.	10:15	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35
Wagon Train Rd.	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40

SUNDAY/HOLIDAY SERVICE

Times indicated may vary according to traffic conditions

Route 11 TO Zoo

Winterberry Ave. &:	A. M.						P. M.		
Wagon Train Rd.	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40
Mountain Ave.	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45
Central Blvd.	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50
University Ave.	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55
Lakeview Dr.	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00

Route 11 FROM Zoo

Winterberry Ave. &:	A. M.						P. M.		
Lakeview Dr.	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20
University Ave.	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25
Central Blvd.	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30
Mountain Ave.	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35
Wagon Train Rd.	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40

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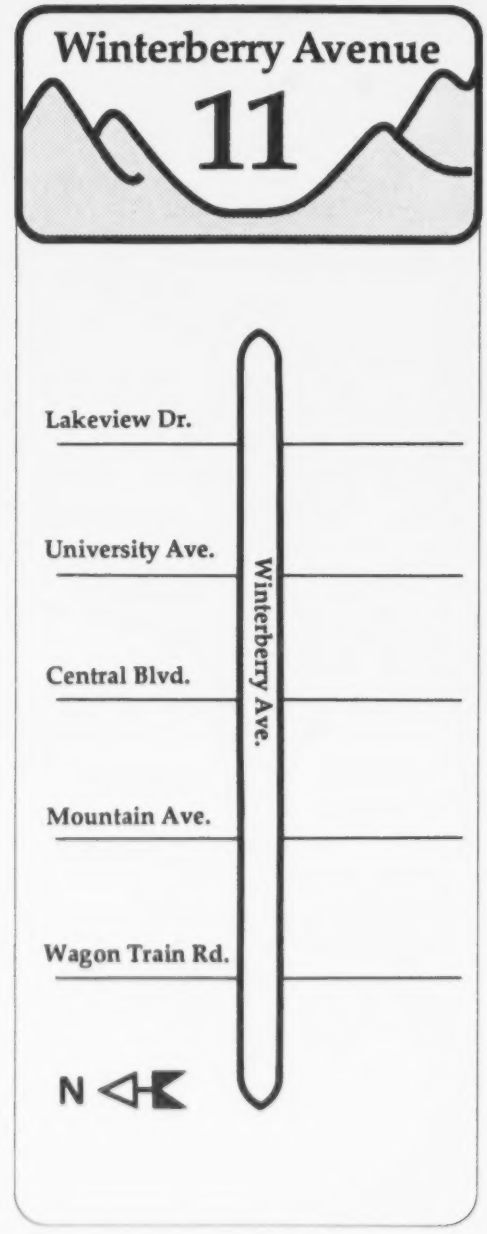

MONDAY–FRIDAY SERVICE

Saturday and Sunday/Holiday Service on Back

Times indicated may vary according to traffic conditions

Route 11 TO Zoo

Winterberry Ave. &:	A. M.									P. M.							
Wagon Train Rd.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00
Mountain Ave.	6:20	7:05	7:45	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45	6:25	7:05
Central Blvd.	6:25	7:10	7:50	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50	6:30	7:10
University Ave.	6:30	7:15	7:55	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55	6:35	7:15
Lakeview Dr.	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00	6:40	7:20

Route 11 FROM Zoo

Winterberry Ave. &:	A. M.											P. M.					
Lakeview Dr.	5:55	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	4:00	4:40	5:20	6:00	6:40
University Ave.	6:00	6:40	7:25	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25	6:05	6:45
Central Blvd.	6:05	6:50	7:30	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30	6:10	6:50
Mountain Ave.	6:10	6:55	7:35	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35	6:15	6:55
Wagon Train Rd.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00

Tips for Transfers

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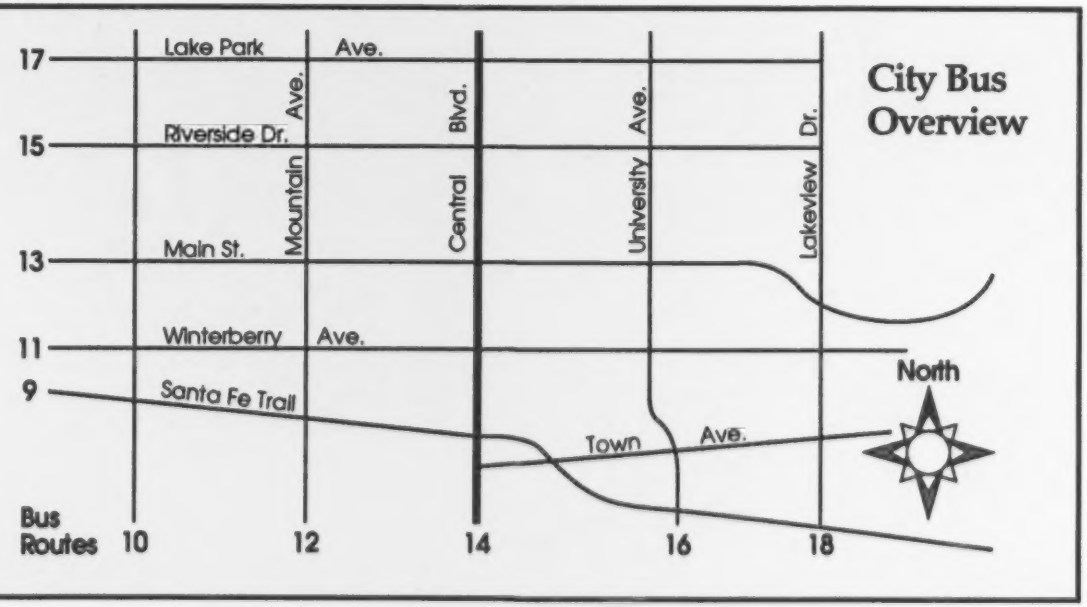

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SATURDAY SERVICE

Times indicated may vary according to traffic conditions

Route 12 TO Running Deer High School

Mountain Ave. &:	A. M.				P. M.			
Santa Fe Tr.	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25
Winterberry Ave.	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30
Main St.	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35
Riverside Dr.	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40
Lake Park Ave.	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45

Route 12 FROM Running Deer High School

Mountain Ave. &:	A. M.				P. M.			
Lake Park Ave.	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45
Riverside Dr.	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50
Main St.	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55
Winterberry Ave.	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00
Santa Fe Tr.	11:25	12:05	12:45	1:25	2:05	4:45	5:25	6:05

SUNDAY/HOLIDAY SERVICE

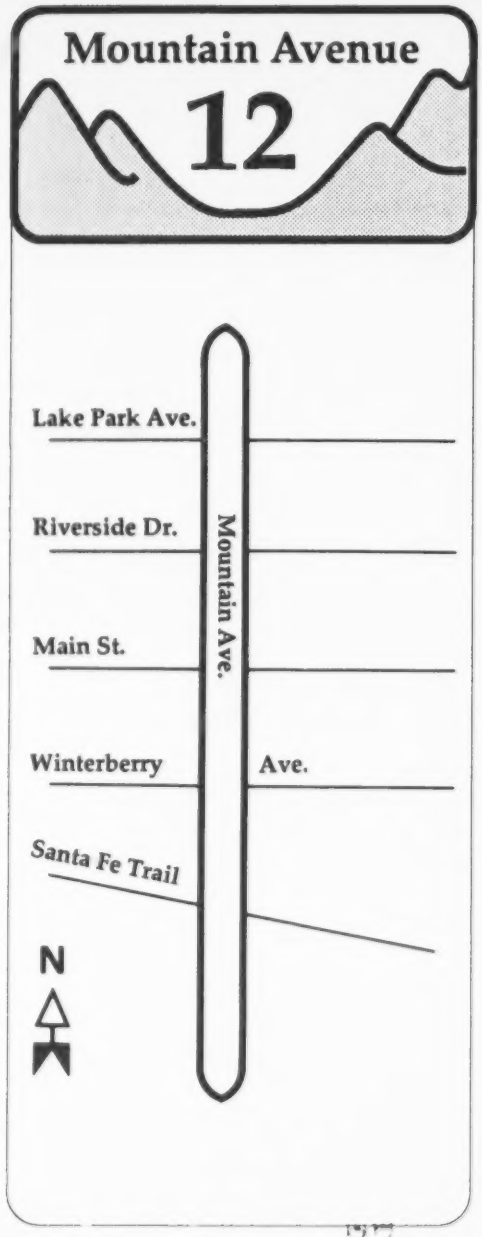
Times indicated may vary according to traffic conditions

Route 12 TO Running Deer High School

Mountain Ave. &:	A. M.						P. M.		
Santa Fe Tr.	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25
Winterberry Ave.	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30
Main St.	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35
Riverside Dr.	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40
Lake Park Ave.	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45

Route 12 FROM Running Deer High School

Mountain Ave. &:	A. M.						P. M.		
Lake Park Ave.	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45
Riverside Dr.	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50
Main St.	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55
Winterberry Ave.	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00
Santa Fe Tr.	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25	2:05



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MONDAY–FRIDAY SERVICE

Saturday and Sunday/Holiday Service on Back

Times indicated may vary according to traffic conditions

Route 12 TO Running Deer High School

Mountain Ave. &:	A. M.									P. M.							
Santa Fe Tr.	6:00	6:40	7:25	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25	6:05	6:45
Winterberry Ave.	6:05	6:50	7:30	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30	6:10	6:50
Main St.	6:10	6:55	7:35	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35	6:15	6:55
Riverside Dr.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00
Lake Park Ave.	6:20	7:05	7:45	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45	6:25	7:05

Route 12 FROM Running Deer High School

Mountain Ave. &:	A. M.									P. M.							
Lake Park Ave.	6:20	7:05	7:45	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45	6:25	7:05
Riverside Dr.	6:25	7:10	7:50	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50	6:30	7:10
Main St.	6:30	7:15	7:55	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55	6:35	7:15
Winterberry Ave.	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00	6:40	7:20
Santa Fe Tr.	6:40	7:25	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25	2:05	4:45	5:25	6:05	6:45	7:25

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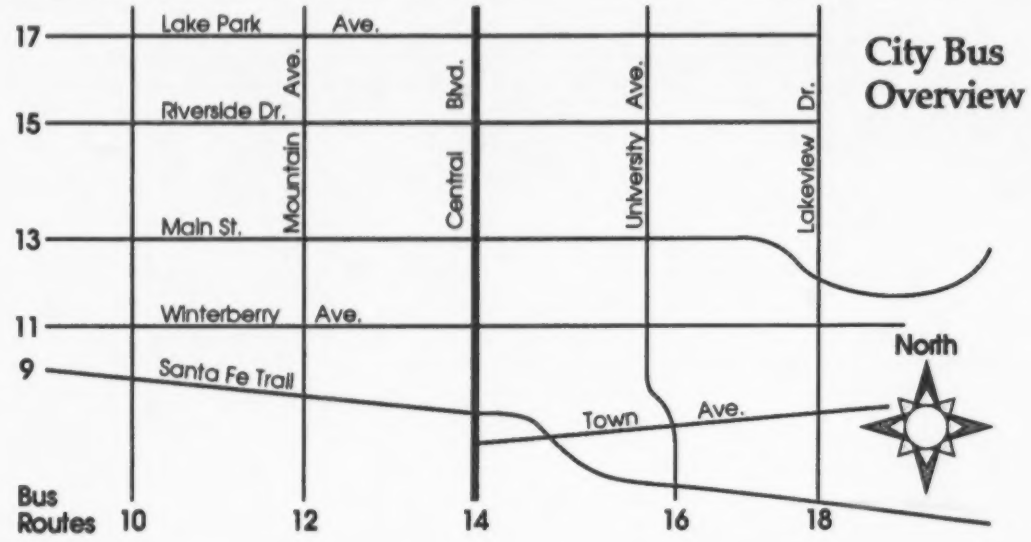

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SATURDAY SERVICE

Times indicated may vary according to traffic conditions

Route 13 TO Sadie's Home for Seniors

Main St. &:	A. M.					P. M.			
Lakeview Dr.	10:00	10:40	11:20	12:00	12:40	1:20	4:00	4:40	5:20
University Ave.	10:05	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25
Central Blvd.	10:10	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30
Mountain Ave.	10:15	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35
Wagon Train Rd.	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40

Route 13 FROM Sadie's Home for Seniors

Main St. &:	A. M.					P. M.			
Wagon Train Rd.	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40
Mountain Ave.	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45
Central Blvd.	10:30	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50
University Ave.	10:35	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55
Lakeview Dr.	10:40	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00

SUNDAY/HOLIDAY SERVICE

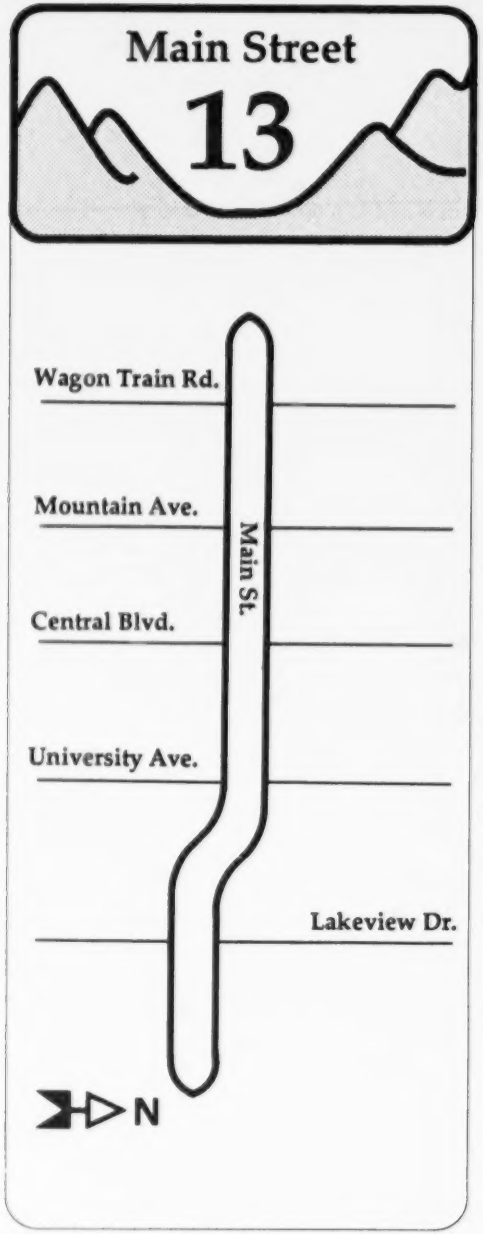
Times indicated may vary according to traffic conditions

Route 13 TO Sadie's Home for Seniors

Main St. &:	A. M.						P. M.		
Lakeview Dr.	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20
University Ave.	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25
Central Blvd.	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30
Mountain Ave.	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35
Wagon Train Rd.	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40

Route 13 FROM Sadie's Home for Seniors

Main St. &:	A. M.						P. M.		
Wagon Train Rd.	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40
Mountain Ave.	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45
Central Blvd.	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50
University Ave.	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55
Lakeview Dr.	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00



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MONDAY–FRIDAY SERVICE

Saturday and Sunday/Holiday Service on Back

Times indicated may vary according to traffic conditions

Route 13 TO Sadie's Home for Seniors

Main St. &:	A. M.									P. M.							
Lakeview Dr.	5:55	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	4:00	4:40	5:20	6:00	6:40
University Ave.	6:00	6:40	7:25	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25	6:05	6:45
Central Blvd.	6:05	6:50	7:30	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30	6:10	6:50
Mountain Ave.	6:10	6:55	7:35	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35	6:15	6:55
Wagon Train Rd.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00

Route 13 FROM Sadie's Home for Seniors

Main St. &:	A. M.									P. M.							
Wagon Train Rd.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00
Mountain Ave.	6:20	7:05	7:45	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45	6:25	7:05
Central Blvd.	6:25	7:10	7:50	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50	6:30	7:10
University Ave.	6:30	7:15	7:55	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55	6:35	7:15
Lakeview Dr.	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00	6:40	7:20

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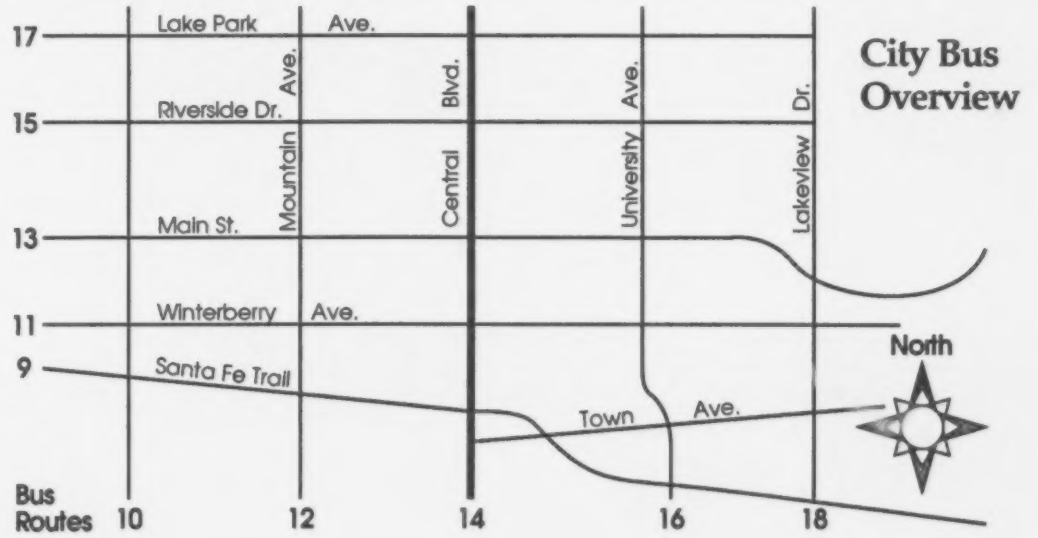

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SATURDAY SERVICE

Times indicated may vary according to traffic conditions

Route 14 TO University of Winterberry

Central Blvd. &:	A. M.					P. M.			
Lake Park Ave.	10:30	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10
Riverside Dr.	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15
Main St.	10:40	11:30	12:20	1:10	2:00	2:50	3:40	4:30	5:20
Winterberry Ave.	10:45	11:35	12:25	1:15	2:05	2:55	3:45	4:35	5:25
Santa Fe Trail	10:50	11:40	12:30	1:20	2:10	3:00	3:50	4:40	5:30
Town Ave.	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35

Route 14 FROM University of Winterberry

Central Blvd. &:	A. M.					P. M.			
Town Ave.	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35
Santa Fe Trail	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40
Winterberry Ave.	11:05	11:55	12:45	1:35	2:25	3:15	4:05	4:55	5:45
Main St.	11:10	12:00	12:50	1:40	2:30	3:20	4:10	5:00	5:50
Riverside Dr.	11:15	12:05	12:55	1:45	2:35	3:25	4:15	5:05	5:55
Lake Park Ave.	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10	6:00

SUNDAY/HOLIDAY SERVICE

Times indicated may vary according to traffic conditions

Route 14 TO University of Winterberry

Central Blvd. &:	A. M.					P. M.	
Lake Park Ave.	8:00	8:50	9:40	10:30	11:20	12:10	1:00
Riverside Dr.	8:05	8:55	9:45	10:35	11:25	12:15	1:05
Main St.	8:10	9:00	9:50	10:40	11:30	12:20	1:10
Winterberry Ave.	8:15	9:05	9:55	10:45	11:35	12:25	1:15
Santa Fe Trail	8:20	9:10	10:00	10:50	11:40	12:30	1:20
Town Ave.	8:25	9:15	10:05	10:55	11:45	12:35	1:25

Route 14 FROM University of Winterberry

Central Blvd. &:	A. M.					P. M.	
Town Ave.	8:25	9:15	10:05	10:55	11:45	12:35	1:25
Santa Fe Trail	8:30	9:20	10:10	11:00	11:50	12:40	1:30
Winterberry Ave.	8:35	9:25	10:15	11:05	11:55	12:45	1:35
Main St.	8:40	9:30	10:20	11:10	12:00	12:50	1:40
Riverside Dr.	8:45	9:35	10:25	11:15	12:05	12:55	1:45
Lake Park Ave.	8:50	9:40	10:30	11:20	12:10	1:00	1:50

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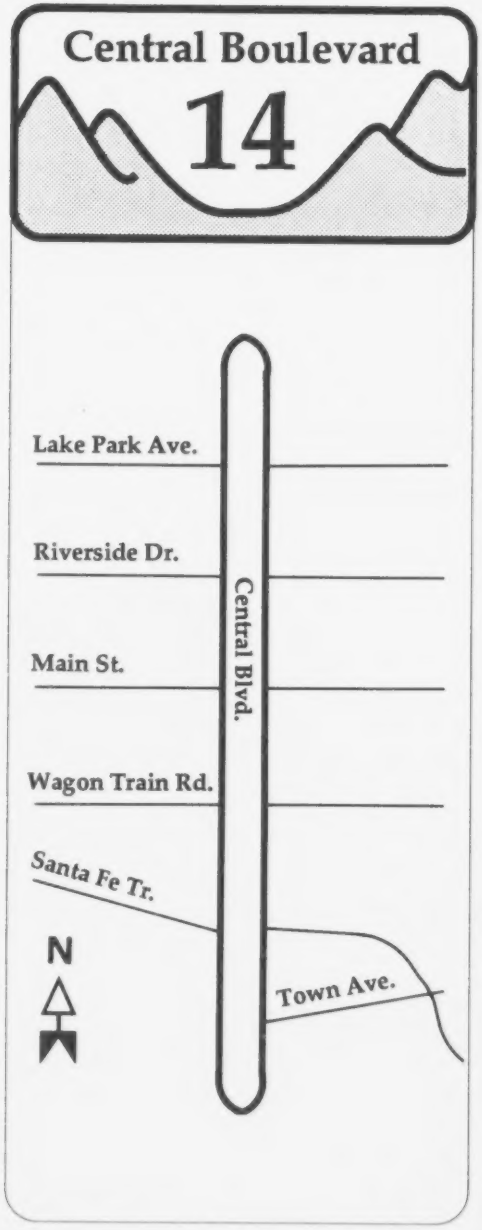

MONDAY–FRIDAY SERVICE

Saturday and Sunday/Holiday Service on Back

Times indicated may vary according to traffic conditions

Route 14 TO University of Winterberry

Central Blvd. &:	A. M.												P. M.			
Lake Park Ave.	5:55	6:50	7:40	8:30	9:20	10:10	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40	6:30
Riverside Dr.	6:00	6:55	7:45	8:35	9:25	10:15	11:05	11:55	12:45	1:35	2:25	3:15	4:05	4:55	5:45	6:35
Main St.	6:05	7:00	7:50	8:40	9:30	10:20	11:10	12:00	12:50	1:40	2:30	3:20	4:10	5:00	5:50	6:40
Winterberry Ave.	6:10	7:05	7:55	8:45	9:35	10:25	11:15	12:05	12:55	1:45	2:35	3:25	4:15	5:05	5:55	6:45
Santa Fe Trail	6:15	7:10	8:00	8:50	9:40	10:30	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10	6:00	6:50
Town Ave.	6:20	7:15	8:05	8:55	9:45	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15	6:05	6:55

Route 14 FROM University of Winterberry

Central Blvd. &:	A. M.												P. M.			
Town Ave.	6:20	7:15	8:05	8:55	9:45	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15	6:05	6:55
Santa Fe Trail	6:25	7:20	8:10	9:00	9:50	10:40	11:30	12:20	1:10	2:00	2:50	3:40	4:30	5:20	6:10	7:00
Winterberry Ave.	6:30	7:25	8:15	9:05	9:55	10:45	11:35	12:25	1:15	2:05	2:55	3:45	4:35	5:25	6:15	7:05
Main St.	6:35	7:30	8:20	9:10	10:00	10:50	11:40	12:30	1:20	2:10	3:00	3:50	4:40	5:30	6:20	7:10
Riverside Dr.	6:40	7:35	8:25	9:15	10:05	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35	6:25	7:15
Lake Park Ave.	6:45	7:40	8:30	9:20	10:10	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40	6:30	7:20

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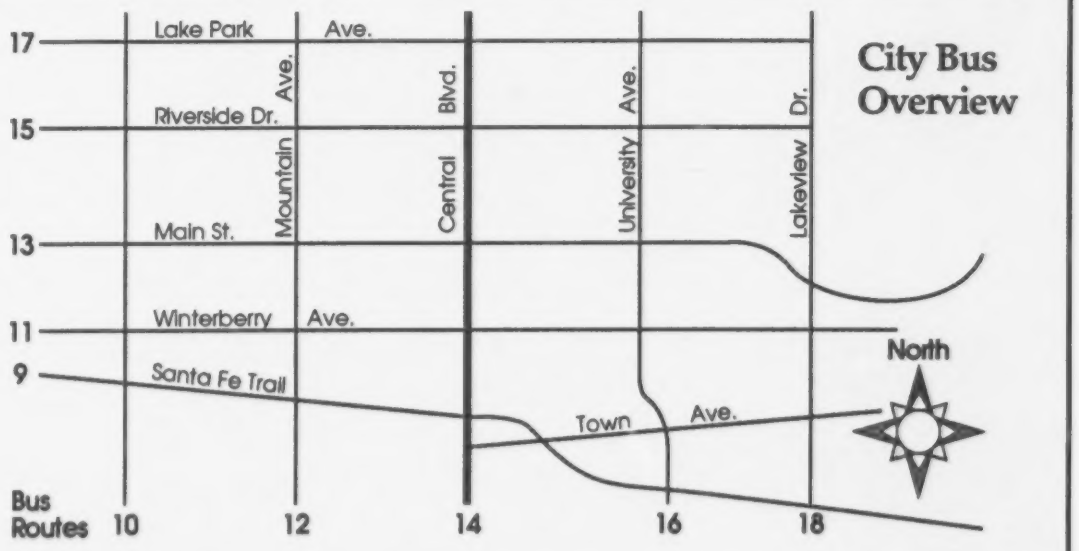

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SATURDAY SERVICE

Times indicated may vary according to traffic conditions

Route 15 TO Winterberry Lake Park

Riverside Dr. &:	A. M.						P. M.		
Wagon Train Rd.	10:00	10:40	11:20	12:00	12:40	1:20	4:00	4:40	5:20
Mountain Ave.	10:05	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25
Central Blvd.	10:10	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30
University Ave.	10:15	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35
Lakeview Dr.	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40

Route 15 FROM Winterberry Lake Park

Riverside Dr. &:	A. M.						P. M.		
Lakeview Dr.	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40
University Ave.	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45
Central Blvd.	10:30	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50
Mountain Ave.	10:35	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55
Wagon Train Rd.	10:40	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00

SUNDAY/HOLIDAY SERVICE

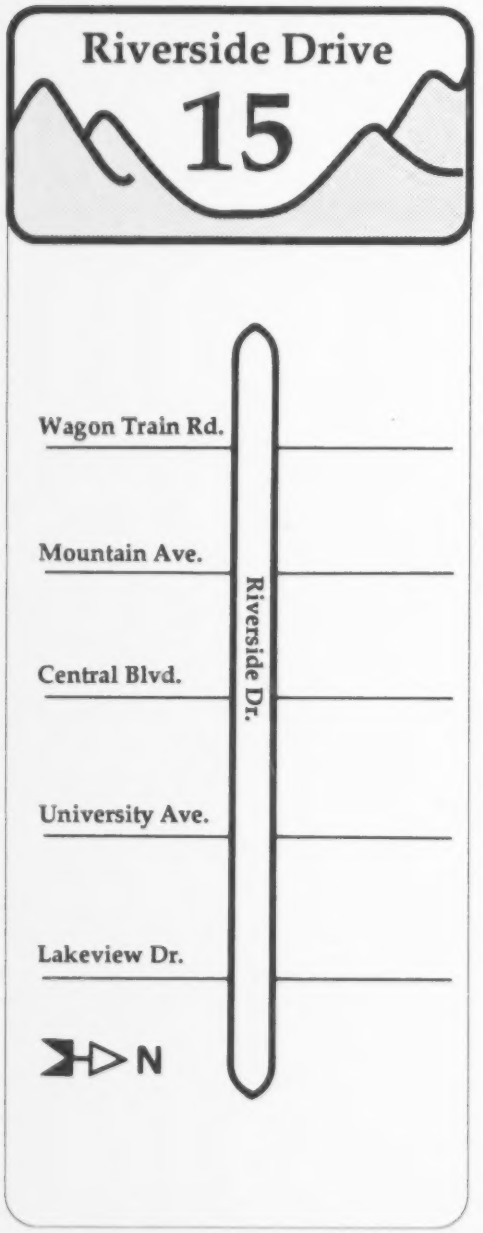
Times indicated may vary according to traffic conditions

Route 15 TO Winterberry Lake Park

Riverside Dr. &:	A. M.						P. M.		
Wagon Train Rd.	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20
Mountain Ave.	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25
Central Blvd.	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30
University Ave.	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35
Lakeview Dr.	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40

Route 15 FROM Winterberry Lake Park

Riverside Dr. &:	A. M.						P. M.		
Lakeview Dr.	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40
University Ave.	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45
Central Blvd.	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50
Mountain Ave.	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55
Wagon Train Rd.	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00



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MONDAY–FRIDAY SERVICE

Saturday and Sunday/Holiday Service on Back

Times indicated may vary according to traffic conditions

Route 15 TO Winterberry Lake Park

Riverside Dr. &:	A. M.									P. M.							
Wagon Train Rd.	5:55	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	4:00	4:40	5:20	6:00	6:40
Mountain Ave.	6:00	6:40	7:25	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25	6:05	6:45
Central Blvd.	6:05	6:50	7:30	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30	6:10	6:50
University Ave.	6:10	6:55	7:35	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35	6:15	6:55
Lakeview Dr.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00

Route 15 FROM Winterberry Lake Park

Riverside Dr. &:	A. M.									P. M.							
Lakeview Dr.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00
University Ave.	6:20	7:05	7:45	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45	6:25	7:05
Central Blvd.	6:25	7:10	7:50	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50	6:30	7:10
Mountain Ave.	6:30	7:15	7:55	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55	6:35	7:15
Wagon Train Rd.	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00	6:40	7:20

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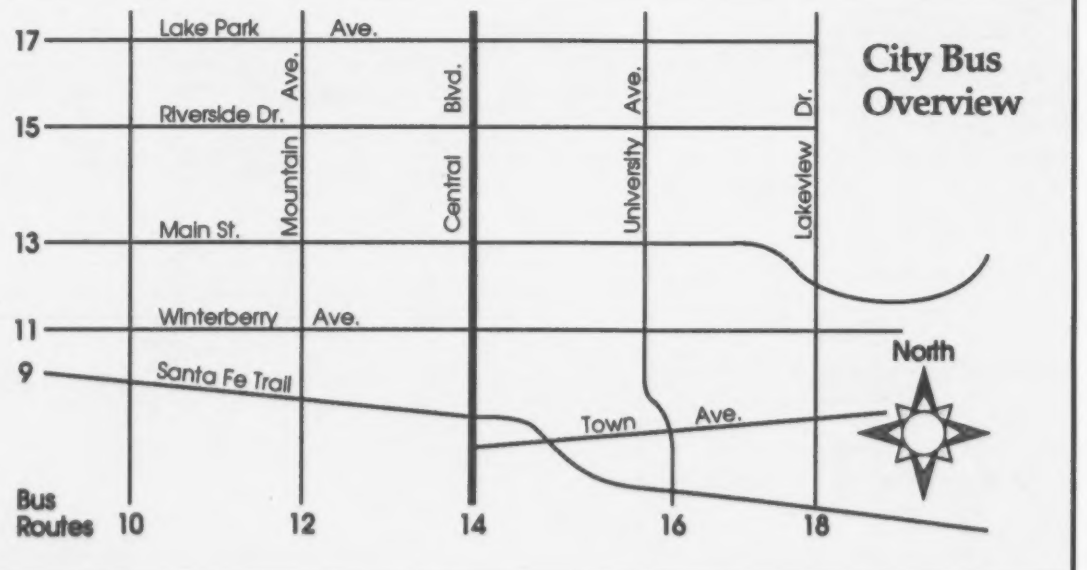

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SATURDAY SERVICE

Times indicated may vary according to traffic conditions

Route 16 TO Lake Park Mall

University Ave. &:	A. M.					P. M.			
Santa Fe Trail	10:30	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10
Town Ave.	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15
Winterberry Ave.	10:40	11:30	12:20	1:10	2:00	2:50	3:40	4:30	5:20
Main St.	10:45	11:35	12:25	1:15	2:05	2:55	3:45	4:35	5:25
Riverside Dr.	10:50	11:40	12:30	1:20	2:10	3:00	3:50	4:40	5:30
Lake Park Ave.	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35

Route 16 FROM Lake Park Mall

University Ave. &:	A. M.					P. M.			
Lake Park Ave.	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35
Riverside Ave.	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40
Main St.	11:05	11:55	12:45	1:35	2:25	3:15	4:05	4:55	5:45
Winterberry Ave.	11:10	12:00	12:50	1:40	2:30	3:20	4:10	5:00	5:50
Town Ave.	11:15	12:05	12:55	1:45	2:35	3:25	4:15	5:05	5:55
Santa Fe Trail	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10	6:00

SUNDAY/HOLIDAY SERVICE

Times indicated may vary according to traffic conditions

Route 16 TO Lake Park Mall

University Ave. &:	A. M.					P. M.	
Santa Fe Trail	8:00	8:50	9:40	10:30	11:20	12:10	1:00
Town Ave.	8:05	8:55	9:45	10:35	11:25	12:15	1:05
Winterberry Ave.	8:10	9:00	9:50	10:40	11:30	12:20	1:10
Main St.	8:15	9:05	9:55	10:45	11:35	12:25	1:15
Riverside Dr.	8:20	9:10	10:00	10:50	11:40	12:30	1:20
Lake Park Ave.	8:25	9:15	10:05	10:55	11:45	12:35	1:25

Route 16 FROM Lake Park Mall

University Ave. &:	A. M.					P. M.	
Lake Park Ave.	8:25	9:15	10:05	10:55	11:45	12:35	1:25
Riverside Dr.	8:30	9:20	10:10	11:00	11:50	12:40	1:30
Main St.	8:35	9:25	10:15	11:05	11:55	12:45	1:35
Winterberry Ave.	8:40	9:30	10:20	11:10	12:00	12:50	1:40
Town Ave.	8:45	9:35	10:25	11:15	12:05	12:55	1:45
Santa Fe Trail	8:50	9:40	10:30	11:20	12:10	1:00	1:50

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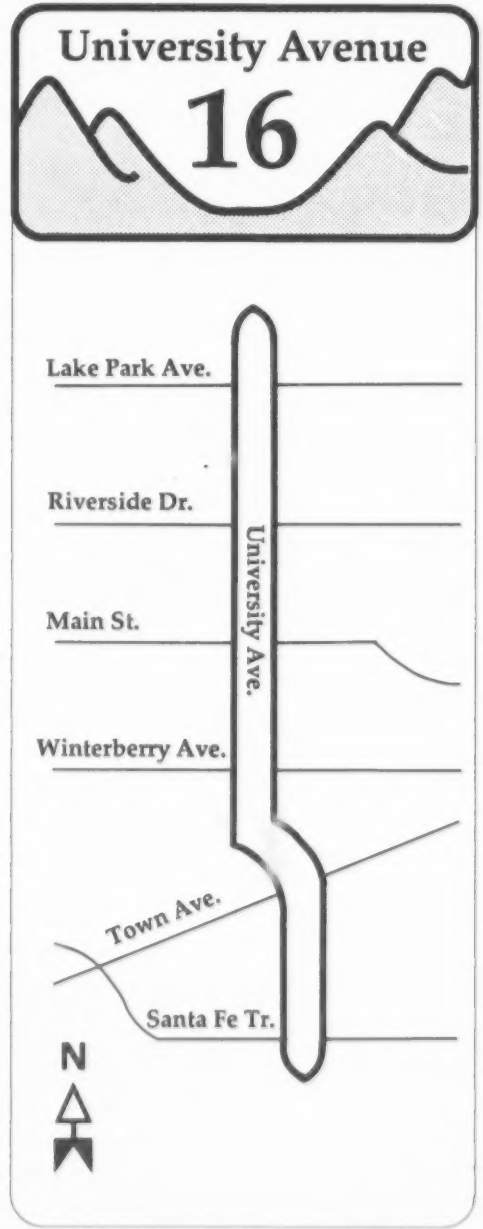

MONDAY–FRIDAY SERVICE

Saturday and Sunday/Holiday Service on Back

Times indicated may vary according to traffic conditions

Route 16 TO Lake Park Mall

University Ave. &:	A. M.								P. M.							
Santa Fe Trail	5:55	6:50	7:40	8:30	9:20	10:10	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40	6:30
Town Ave.	6:00	6:55	7:45	8:35	9:25	10:15	11:05	11:55	12:45	1:35	2:25	3:15	4:05	4:55	5:45	6:35
Winterberry Ave.	6:05	7:00	7:50	8:40	9:30	10:20	11:10	12:00	12:50	1:40	2:30	3:20	4:10	5:00	5:50	6:40
Main St.	6:10	7:05	7:55	8:45	9:35	10:25	11:15	12:05	12:55	1:45	2:35	3:25	4:15	5:05	5:55	6:45
Riverside Dr.	6:15	7:10	8:00	8:50	9:40	10:30	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10	6:00	6:50
Lake Park Ave.	6:20	7:15	8:05	8:55	9:45	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15	6:05	6:55

Route 16 FROM Lake Park Mall

University Ave. &:	A. M.								P. M.							
Lake Park Ave.	6:20	7:15	8:05	8:55	9:45	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15	6:05	6:55
Riverside Dr.	6:25	7:20	8:10	9:00	9:50	10:40	11:30	12:20	1:10	2:00	2:50	3:40	4:30	5:20	6:10	7:00
Main St.	6:30	7:25	8:15	9:05	9:55	10:45	11:35	12:25	1:15	2:05	2:55	3:45	4:35	5:25	6:15	7:05
Winterberry Ave.	6:35	7:30	8:20	9:10	10:00	10:50	11:40	12:30	1:20	2:10	3:00	3:50	4:40	5:30	6:20	7:10
Town Ave.	6:40	7:35	8:25	9:15	10:05	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35	6:25	7:15
Santa Fe Trail	6:45	7:40	8:30	9:20	10:10	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40	6:30	7:20

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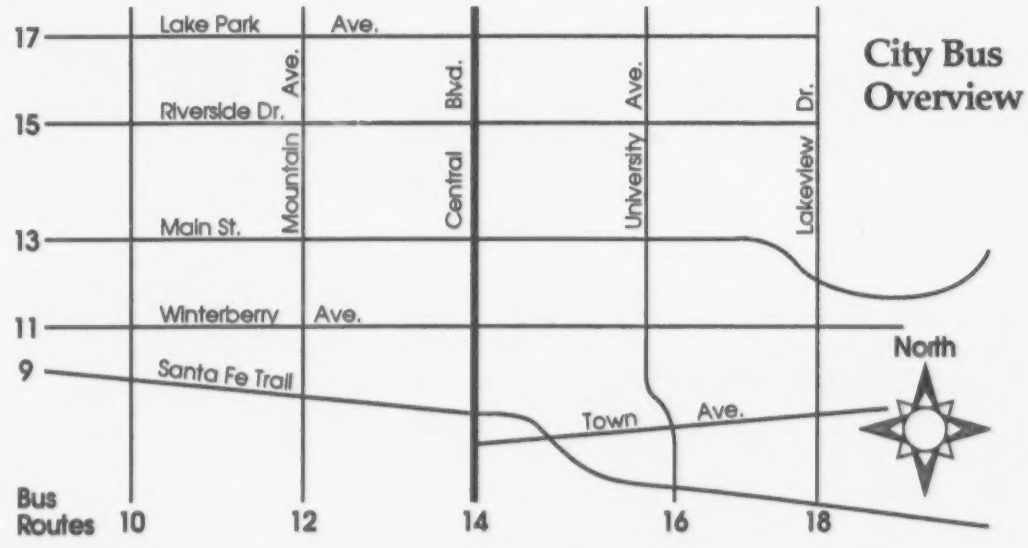

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SATURDAY SERVICE

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Route 17 TO Winterberry Lake Park

Lake Park Ave. &:	A. M.					P. M.			
Wagon Train Rd.	10:00	10:40	11:20	12:00	12:40	1:20	4:00	4:40	5:20
Mountain Ave.	10:05	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25
Central Blvd.	10:10	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30
University Ave.	10:15	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35
Lakeview Dr.	10:20	11:00	11:40	12:20	1:00	11:40	4:20	5:00	5:40

Route 17 FROM Winterberry Lake Park

Lake Park Ave. &:	A. M.					P. M.			
Lakeview Dr.	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40
University Ave.	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45
Central Blvd.	10:30	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50
Mountain Ave.	10:35	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55
Wagon Train Rd.	10:40	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00

SUNDAY/HOLIDAY SERVICE

Times indicated may vary according to traffic conditions

Route 17 TO Winterberry Lake Park

Lake Park Ave. &:	A. M.						P. M.		
Wagon Train Rd.	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20
Mountain Ave.	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25
Central Blvd.	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30
University Ave.	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35
Lakeview Dr.	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40

Route 17 FROM Winterberry Lake Park

Lake Park Ave. &:	A. M.						P. M.		
Lakeview Dr.	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40
University Ave.	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45
Central Blvd.	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50
Mountain Ave.	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55
Wagon Train Rd.	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00

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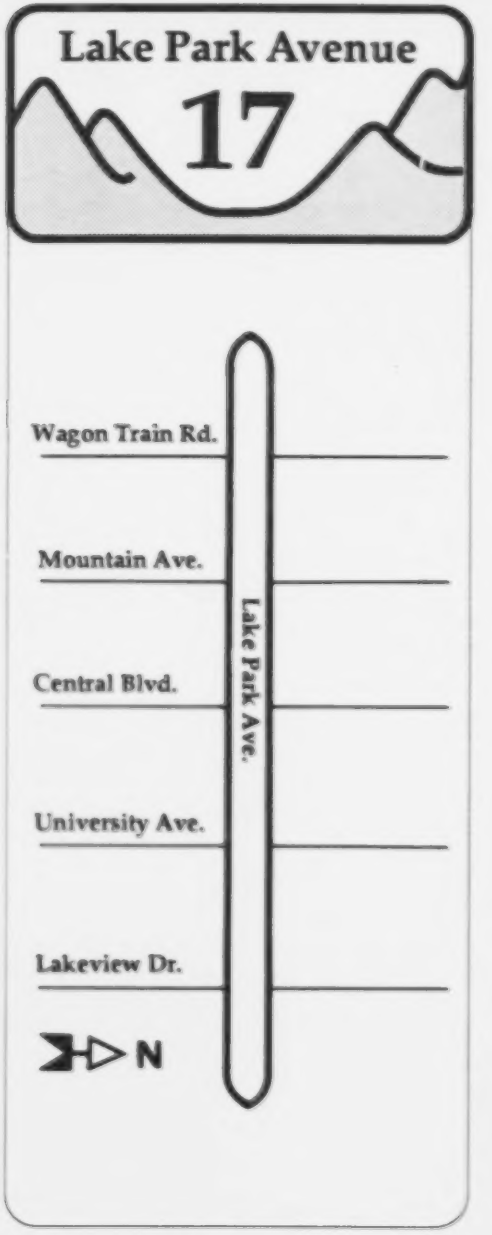

MONDAY–FRIDAY SERVICE

Saturday and Sunday/Holiday Service on Back

Times indicated may vary according to traffic conditions

Route 17 TO Winterberry Lake Park

Lake Park Ave. &:	A. M.									P. M.							
Wagon Train Rd.	5:55	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	4:00	4:40	5:20	6:00	6:40
Mountain Ave.	6:00	6:40	7:25	8:05	8:45	9:25	10:05	10:45	11:25	12:05	12:45	1:25	4:05	4:45	5:25	6:05	6:45
Central Blvd.	6:05	6:50	7:30	8:10	8:50	9:30	10:10	10:50	11:30	12:10	12:50	1:30	4:10	4:50	5:30	6:10	6:50
University Ave.	6:10	6:55	7:35	8:15	8:55	9:35	10:15	10:55	11:35	12:15	12:55	1:35	4:15	4:55	5:35	6:15	6:55
Lakeview Dr.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00

Route 17 FROM Winterberry Lake Park

Lake Park Ave. &:	A. M.									P. M.							
Lakeview Dr.	6:15	7:00	7:40	8:20	9:00	9:40	10:20	11:00	11:40	12:20	1:00	1:40	4:20	5:00	5:40	6:20	7:00
University Ave.	6:20	7:05	7:45	8:25	9:05	9:45	10:25	11:05	11:45	12:25	1:05	1:45	4:25	5:05	5:45	6:25	7:05
Central Blvd.	6:25	7:10	7:50	8:30	9:10	9:50	10:30	11:10	11:50	12:30	1:10	1:50	4:30	5:10	5:50	6:30	7:10
Mountain Ave.	6:30	7:15	7:55	8:35	9:15	9:55	10:35	11:15	11:55	12:35	1:15	1:55	4:35	5:15	5:55	6:35	7:15
Wagon Train Rd.	6:35	7:20	8:00	8:40	9:20	10:00	10:40	11:20	12:00	12:40	1:20	2:00	4:40	5:20	6:00	6:40	7:20

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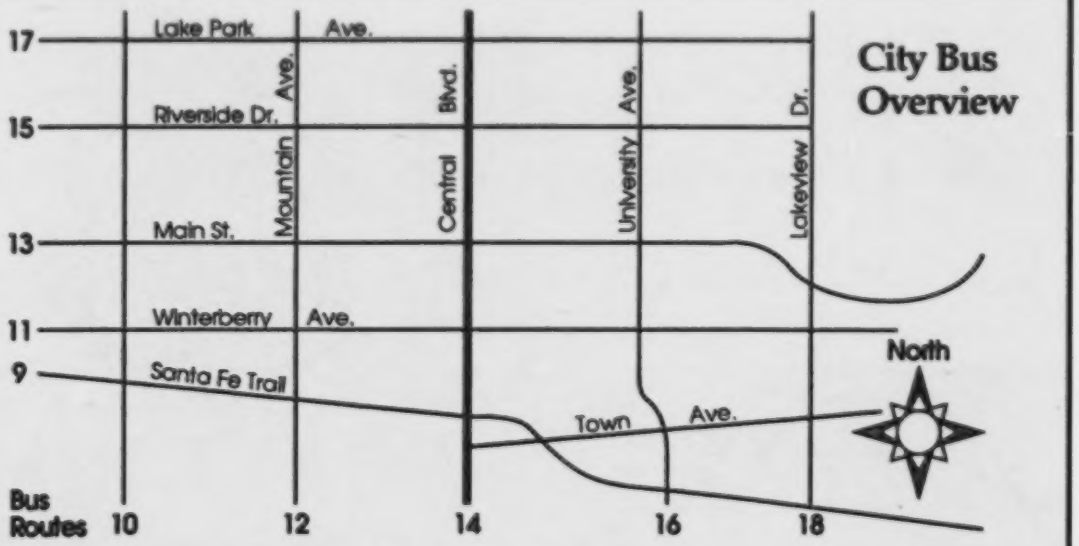

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SATURDAY SERVICE

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Route 18 TO Town Apartments

Lakeview Dr. &:	A. M.				P. M.				
Lake Park Ave.	10:30	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10
Riverside Dr.	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15
Main St.	10:40	11:30	12:20	1:10	2:00	2:50	3:40	4:30	5:20
Winterberry Ave.	10:45	11:35	12:25	1:15	2:05	2:55	3:45	4:35	5:25
Town Ave.	10:50	11:40	12:30	1:20	2:10	3:00	3:50	4:40	5:30
Santa Fe Trail	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35

Route 18 FROM Town Apartments

Lakeview Dr. &:	A. M.				P. M.				
Santa Fe Trail	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35
Town Ave.	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40
Winterberry Ave.	11:05	11:55	12:45	1:35	2:25	3:15	4:05	4:55	5:45
Main St.	11:10	12:00	12:50	1:40	2:30	3:20	4:10	5:00	5:50
Riverside Dr.	11:15	12:05	12:55	1:45	2:35	3:25	4:15	5:05	5:55
Lake Park Ave.	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10	6:00

SUNDAY/HOLIDAY SERVICE

Times indicated may vary according to traffic conditions

Route 18 TO Town Apartments

Lakeview Dr. &:	A. M.					P. M.	
Lake Park Ave.	8:00	8:50	9:40	10:30	11:20	12:10	1:00
Riverside Dr.	8:05	8:55	9:45	10:35	11:25	12:15	1:05
Main St.	8:10	9:00	9:50	10:40	11:30	12:20	1:10
Winterberry Ave.	8:15	9:05	9:55	10:45	11:35	12:25	1:15
Town Ave.	8:20	9:10	10:00	10:50	11:40	12:30	1:20
Santa Fe Trail	8:25	9:15	10:05	10:55	11:45	12:35	1:25

Route 18 FROM Town Apartments

Lakeview Dr. &:	A. M.					P. M.	
Santa Fe Trail	8:25	9:15	10:05	10:55	11:45	12:35	1:25
Town Ave.	8:30	9:20	10:10	11:00	11:50	12:40	1:30
Winterberry Ave.	8:35	9:25	10:15	11:05	11:55	12:45	1:35
Main St.	8:40	9:30	10:20	11:10	12:00	12:50	1:40
Riverside Dr.	8:45	9:35	10:25	11:15	12:05	12:55	1:45
Lake Park Ave.	8:50	9:40	10:30	11:20	12:10	1:00	1:50

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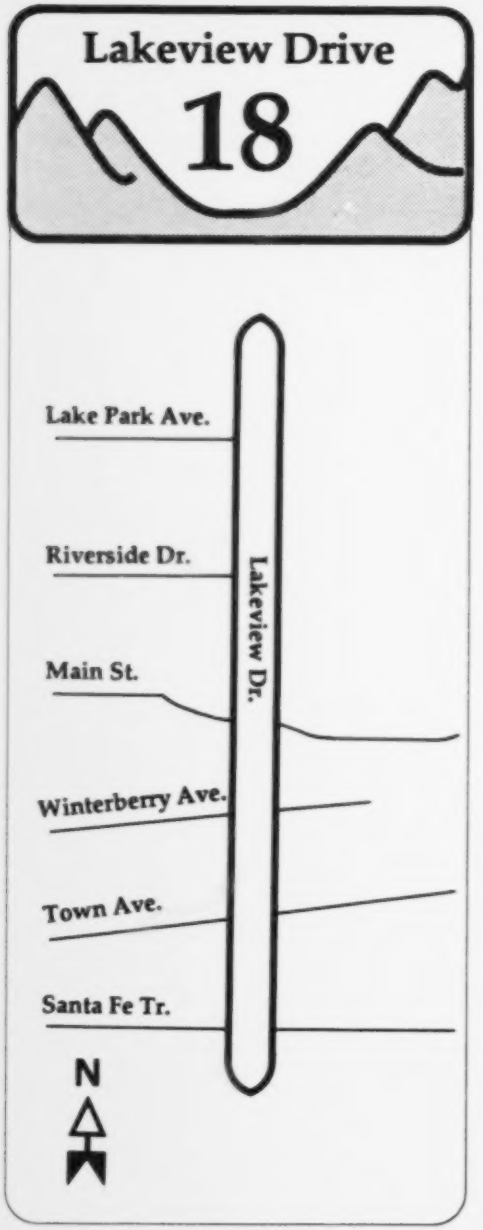


MONDAY–FRIDAY SERVICE

Saturday and Sunday/Holiday Service on Back

Times indicated may vary according to traffic conditions

Route 18 TO Town Apartments

Lakeview Dr. &:	A. M.							P. M.							
Lake Park Ave.	5:55	6:50	7:40	8:30	9:20	10:10	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40	6:30
Riverside Dr.	6:00	6:55	7:45	8:35	9:25	10:15	11:05	11:55	12:45	1:35	2:25	3:15	4:05	4:55	5:45	6:35
Main St.	6:05	7:00	7:50	8:40	9:30	10:20	11:10	12:00	12:50	1:40	2:30	3:20	4:10	5:00	5:50	6:40
Winterberry Ave.	6:10	7:05	7:55	8:45	9:35	10:25	11:15	12:05	12:55	1:45	2:35	3:25	4:15	5:05	5:55	6:45
Town Ave.	6:15	7:10	8:00	8:50	9:40	10:30	11:20	12:10	1:00	1:50	2:40	3:30	4:20	5:10	6:00	6:50
Santa Fe Trail	6:20	7:15	8:05	8:55	9:45	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15	6:05	6:55

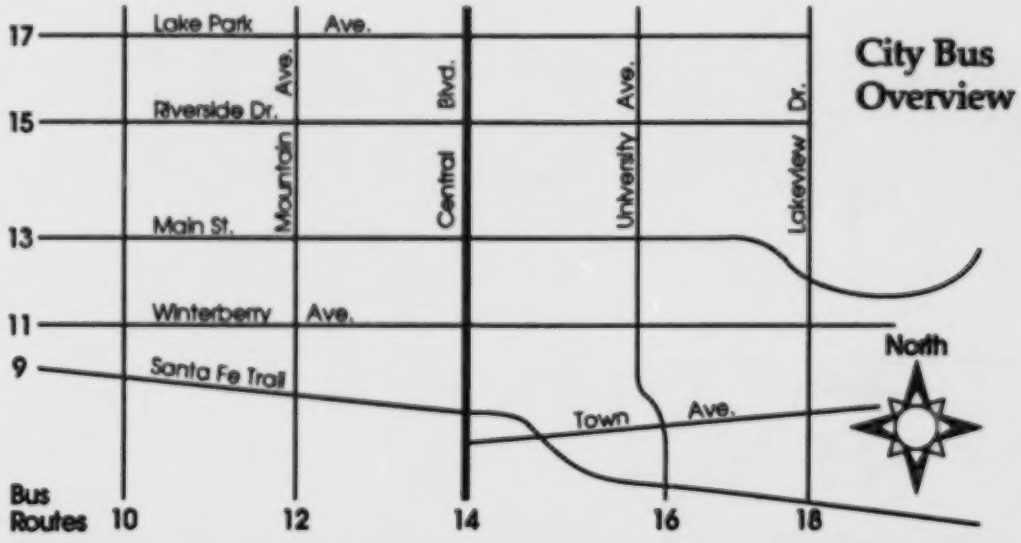
Route 18 FROM Town Apartments

Lakeview Dr. &:	A. M.							P. M.							
Santa Fe Trail	6:20	7:15	8:05	8:55	9:45	10:35	11:25	12:15	1:05	1:55	2:45	3:35	4:25	5:15	6:05	6:55
Town Ave.	6:25	7:20	8:10	9:00	9:50	10:40	11:30	12:20	1:10	2:00	2:50	3:40	4:30	5:20	6:10	7:00
Winterberry Ave.	6:30	7:25	8:15	9:05	9:55	10:45	11:35	12:25	1:15	2:05	2:55	3:45	4:35	5:25	6:15	7:05
Main St.	6:35	7:30	8:20	9:10	10:00	10:50	11:40	12:30	1:20	2:10	3:00	3:50	4:40	5:30	6:20	7:10
Riverside Dr.	6:40	7:35	8:25	9:15	10:05	10:55	11:45	12:35	1:25	2:15	3:05	3:55	4:45	5:35	6:25	7:15
Lake Park Ave.	6:45	7:40	8:30	9:20	10:10	11:00	11:50	12:40	1:30	2:20	3:10	4:00	4:50	5:40	6:30	7:20

Tips for Transfers

Be sure to ask your bus driver for a transfer slip when you enter the bus. One transfer slip is included with the purchase of each bus ticket.

NOTE:
Many connections can be made in under 10 minutes. Check your bus schedules to find the quickest routes and transfer times to and from your destination. In some cases you can save time by using a return route that is different from your original route.



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